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AMIGA FORMAT

£3.95 ■ MARCH 1995 ■ ISSUE 69

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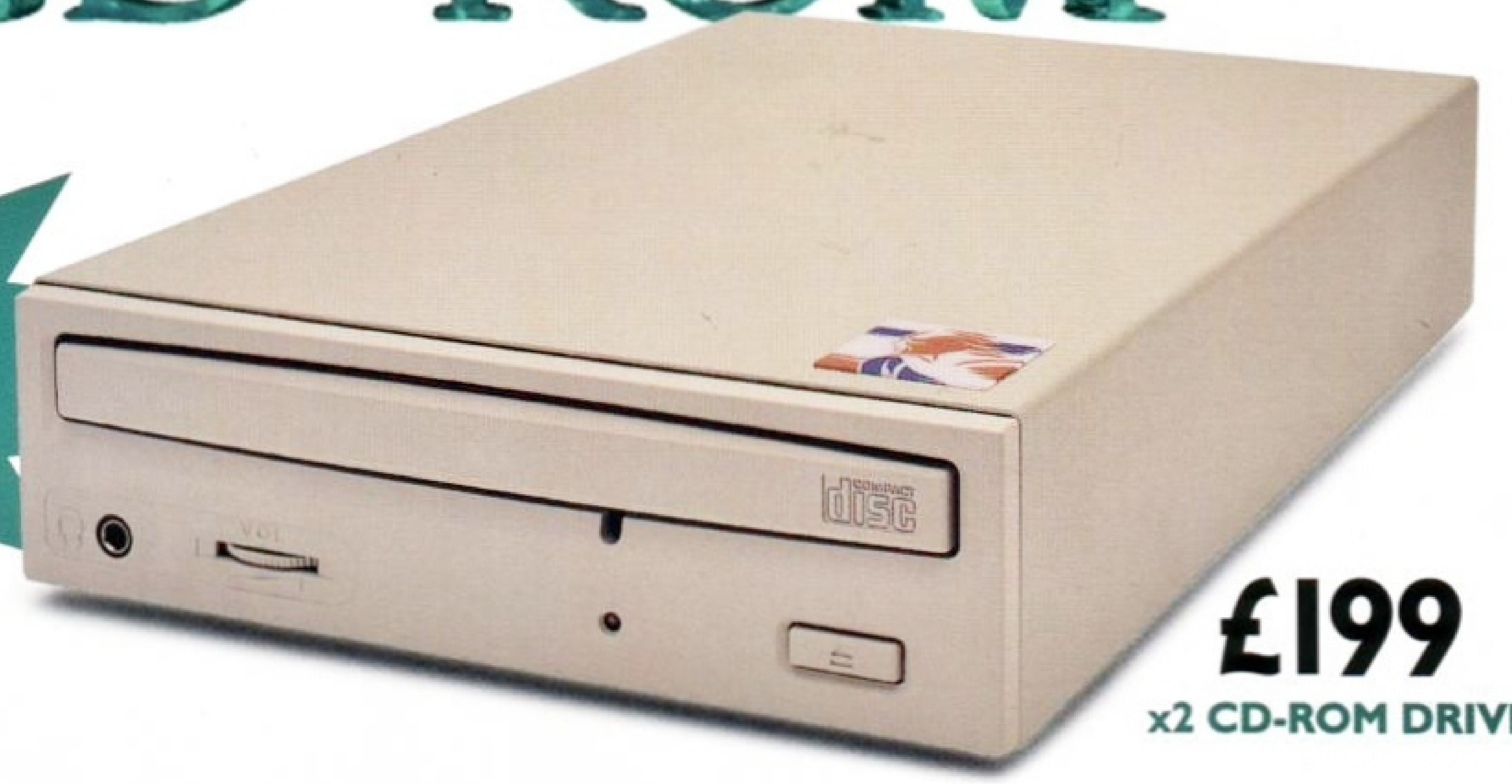
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EMULATION

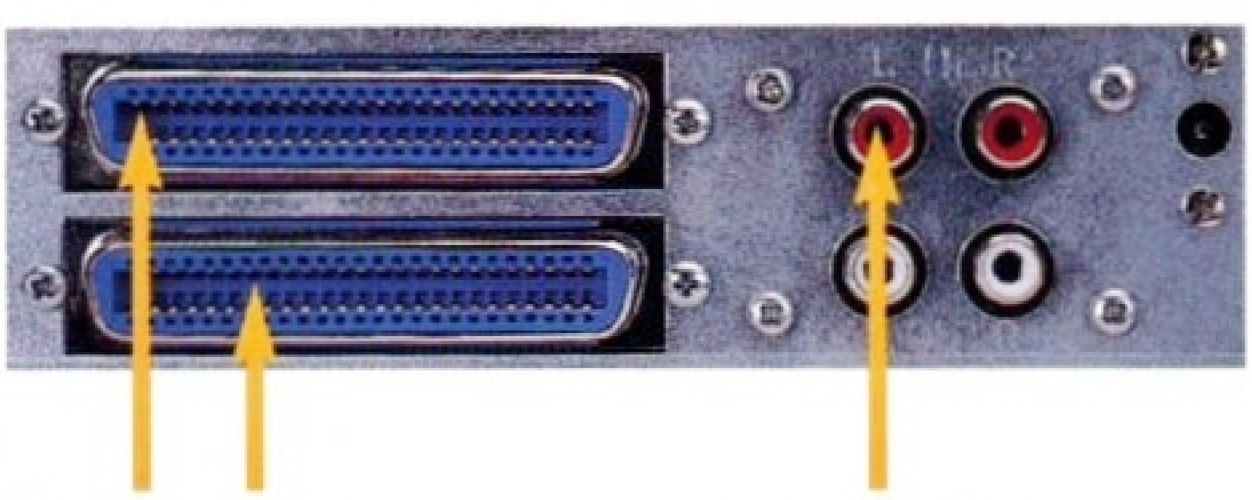


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The new double speed Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional peripherals to be connected, for example: Syquest Drives, Hard Drives, Flatbed Scanners and Dat Drives. What's more the Power CD-ROM features a 'Hot-Plug' and 'Un-Plug', which allows you to connect/disconnect at any time the Power CD-ROM and any additional devices, even when your Amiga is switched on.

REAR VIEW



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COMPARISON CHART

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CD32 EMULATION	✔	✔
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AUTOMATIC BOOTING OF CD-ROMS	✔	-
CD + AMIGA SOUND MIXING FACILITIES	✔	✔
COMPATIBLE WITH ACCELERATOR CARDS	✔	?
12 MONTHS WARRANTY	✔	✔
COMPLETE WITH UTILITY SOFTWARE	✔	-
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IN THE WORLD'S BEST-SELLING AMIGA MAGAZINE THIS MONTH

AMIGA FORMAT

ISSUE 69 ■ MARCH 1995

AMIGA NEWS



This Amiga game outsold anything on disk over Christmas. Full story on page 18.

The next step

Ex-Commodore engineer Chris Ludwig tells *AF* what the future may hold for the Amiga. p18



MAIN FEATURE

Six-page SCSI special p26

Exclusive review of the Squirrel SCSI interface that will change the way you use your Amiga. p29

SERIOUSLY AMIGA

SCREEN PLAY

Page 37



Death Mask p38

Every new Amiga game reviewed and rated!





Guardian (left): We review the floppy disk version of Acid Software's CD32 classic shoot-em-up. *Bloodnet* (above): Explore a futuristic world of deception, confusion and compelling gameplay.

Coverdisk A: Photogenics 12

Almathera's great new graphics software got 95% and a *Format* Gold award in issue 68. Now we bring you an exclusive demo so you can see why we were so impressed.





Coverdisk B: Super League Manager 10

Don your sheepskin coat and prepare to make the decisions that can make or break struggling Folkford. Our demo includes every feature in the full game.



WIN £800 WORTH OF SCSI KIT! p31

Ramiga Z5

Get the full story about the new tower case for the A1200 on page 86.



Death Mask

Probably the best two-player game we've seen so far in 1995. Check it out on page 38.

TUTORIALS

AF OFFERS

REGULARS

AMIGA FORMAT More people read *Amiga Format* than any other Amiga magazine on the planet!

Welcome to *Amiga Format*. By choosing this magazine you have just made a very wise decision: this is the world's most popular Amiga magazine. And that means more Amiga users know us, trust us and choose to read us than anyone else.

Why? Because *Amiga Format*'s readers know they can trust our judgment and buying recommendations. Because we thoroughly test products, for one thing, and because we're not afraid to tell the truth. No matter how harsh it may be.

The proof? Commodore itself regularly chooses *Amiga Format* to prepare special editions of the magazine to be bundled with its machines. And surveys have consistently shown that retailers trust *Amiga Format*'s reviews above any other magazine.

So you know you can read *Amiga Format* with confidence. Welcome to the world's biggest community of Amiga users!

Nick Veitch, Editor



This Month In View

After a bloodless coup, your favourite Amiga magazine has a brand new editor – well, a hardly-used one anyway.

Hello. Yes, that's right it's me. I'm sure a lot of you were perplexed and horrified to learn that Steve Jarratt was off to bigger and better things, but fear not, for your favourite mag could not be left without a steady(ish) hand at the tiller. For, having successfully pulled the Zorro card from the stone, I am now the editor of the world's best and biggest-selling Amiga magazine.

While this is undoubtedly good news for me, what with having to do twice as much work every month and being blamed for everything that goes wrong, what exactly does it mean for you? That's a very good question, and one that can only really be answered by seeing what you think of the next few issues and writing in to tell me.

I know that all of us here aim to give you a month's worth of entertainment, information, excitement and thought-provoking reviews, features, news, tutorials and help, as well as a forum for expressing your views and opinions.

One thing that certainly will not change is *Amiga Format*'s commitment to truth and accuracy. I'm not saying we never make mistakes, even *we* do that occasionally. But I will say that you will never be deliberately misled. We don't forget that it's the readers, not the manufacturers or distributors, that make this magazine what it is, and we certainly don't think that you would be daft enough to continue buying the magazine if we consistently gave high scores to bad products.

So there you go, we're honest, and we know that's the best thing to be because we're smart enough to realise that you're smart enough to realise if we were not being truthful.

Or something like that anyway. Well, I'm glad we got that sorted out.

Something which has undoubtedly been on your mind over the last 30 odd days is what on earth is going on with Commodore? I really wish we had something new to tell you, but at the moment Commodore UK are keeping mum.

It has been hinted that the resurrection of the company will not be as simple as "Commodore buys self, business as usual", but that the new company will have pulled off a master stroke. Just what this involves is uncertain, but rest assured that as soon as we have more concrete details, you'll be among the first 100,000-odd people we tell.

The latest, unconfirmed, news is that now Irving Gould and Medhi Ali, former top brass of the company, have finally thrown their oar into the proceedings to protest against any of the liquidation agreements being processed in the US rather than the Bahamas, where the company is registered. One of the main differences between the regulations under the different systems is that under US law the investigators would be able to do a much more thorough probe of the finances in the period leading up to liquidation. Hmmm. The really bad thing is that this is likely to hold up the proceedings for up to a month.

To compensate for the lack of an announcement, we have a great interview with an ex-Commodore engineer, who spills the beans on some of the fantastic things the company was planning before liquidation and may well still be planning when a deal comes through.

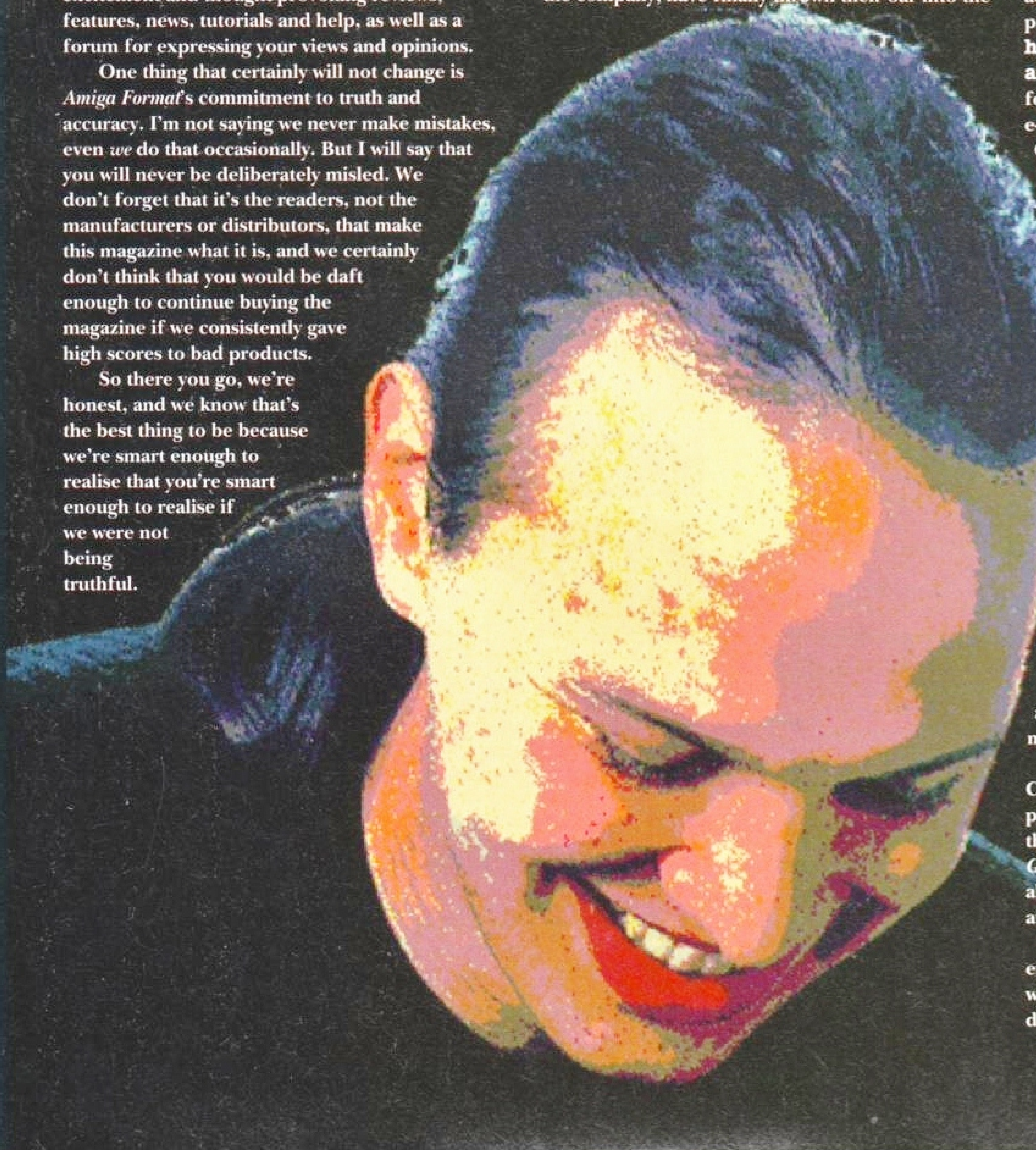
In the meantime, if you are lucky enough to have got yourself connected to the Net, you can access the latest news on the *Amiga Format* home page. Try contacting:
http://www.futurenet.co.uk/computing/amigaformat/commodore.html
for the latest update. Alternatively, you can send e-mail to: **Amformat@futurenet.co.uk**, with CBM News in the subject line for an automated response. This is just a small part of the service we are hoping to provide you with on Futurenet. The news service will also shortly be available on Son Of Spong! at the MetNet Triangle, so if you don't have an Internet account, don't fret.

If you have any ideas for other services you would like to see on-line, please let me know, either by letter or E-mail **(amformat@futurenet.co.uk)**, with Letters in the subject line.

I hope you will agree that the ponderous CBM situation doesn't seem to have adversely affected the Amiga market too much. There have been some cracking new releases, both in terms of games and perhaps more extraordinarily, in terms of some of the hardware coming out. I am looking forward to the Cyberstorm 060 accelerator and version 4.0 of *Lightwave*, both due pretty soon. But just take a look at the stuff we have had to pack into this month's issue.

The Amiga seems to have held its own over Christmas in the games market, as the biggest platform in terms of sales. This is set to remain the case for some time, judging by the likes of *Guardian*, *Bloodnet* and even *Death Mask* which, although it gets only a reasonable score, is sure to attract cult status.

Well, that's about it for this month. I hope you enjoy this issue and if you have any ideas about what you would like to see in the magazine, please drop me a line.



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The A1200 Tower comes complete with 3 x 5.25" drive bays, 5 x 3.5" drive bays, real time clock, 5 x Zorro slots, 4 x PC slots and a keyboard interface.

The A4000 Tower comes complete with 6 x 5.25" drive bays, 5 x 3.5" drive bays, real time clock, 7 x Zorro slots and 5 x PC slots.

Both Towers are easy to install.

TOWER A1200 . . . . **£499**
TOWER A4000 . . . . **£429**
EXTENDED KEYBOARD . **£29.95**
PSU 230watt **£99.95**
PSU 250watt (available 3/95) . . **£129.95**

VIDEO DAC 18-BIT

NEW £39.95

Video Dac 18-bit is a graphics card which allows the Amiga to display 262,144 colours simultaneously. The software can display images or animations created and saved with any other 24-bit program.

Video Dac 18-bit plugs externally into the RGB connector with thru' port capabilities, allowing the use of digitizers such as Videon, or a genlock recording with your VCR any image you created in 262,144 colours.

Video Dac 18-bit is able to split the screen and display images/animations at different resolutions or colours at the same time.

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High Res:	320 x 512 PAL
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Overscan:	384 x 576 PAL
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Max Res:	768 x 576 PAL
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All resolutions display 262,144 colours

The free bundled software saves your images in the following formats: IFF, IFF24, RGB and Anim, plus a series of dithering modes to enhance the overall quality of the images.

VIDEODAC **£39.95**

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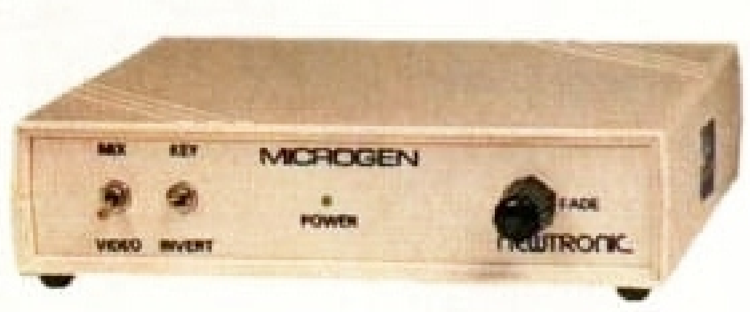
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GENLOCKS/DIGITIZERS







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Microgen genlock allows you to overlay professional looking graphics onto your home-made movies. Microgen comes complete with titling software and hardware controlled fades.

MICROGEN SVHS Genlock . **£179.95**
MICROGEN VHS Genlock . . . **£99.95**

Videon 3.0 unlocks the Amiga's graphic potential. Digitize and display all 4096 colours in high resolution mode and the stunning 29,791 colours mode. Digitize in 24-bit, directly from a VCR, Video Camera, LaserDisc, etc.

VIDEON 3.0 . . . . **£139.95**

Maxigen 2 is a very high quality genlock for over-laying graphics onto VHS or SVHS. Full hardware fades, colour composition controls and excellent keying quality.

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Picasso II is a 24-bit graphics card offering true retargetable graphics on any Zorro based Amiga. Picasso resolutions are available from the standard ScreenModes program, all useable by OS friendly programs. The new Chunky option offers incredible speed with a 256 Workbench which is many times faster than AGA! All screens are stored in fast RAM, removing 2MB Chip RAM limitations. PicassoMode allows the creation of custom screens quickly and simply. Picasso II comes with TVPaint Junior and drivers for ImageFX, AdPro, ImageMaster, Real 3D and GIF, IFF, JPEG and MPEG viewers. Also included is the MainActor animation program.

PICASSO II . . . . **£299.95** **WITH TV PAINT 2.0 £329.95**
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OCTOGEN SCSI-2

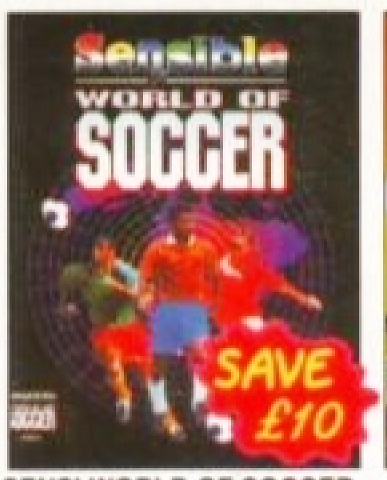
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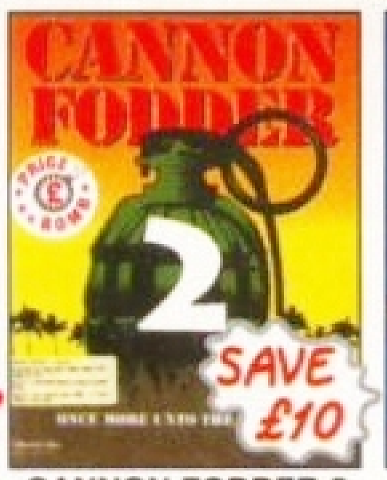
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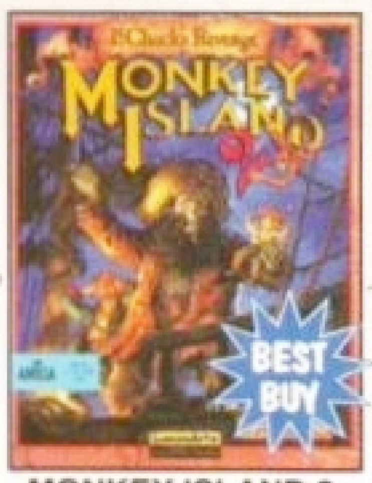
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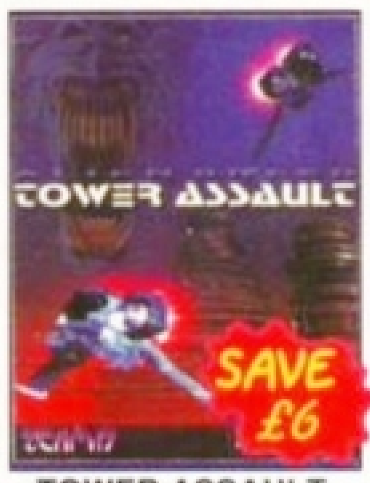
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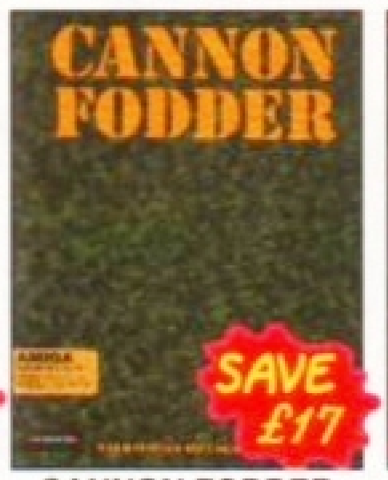
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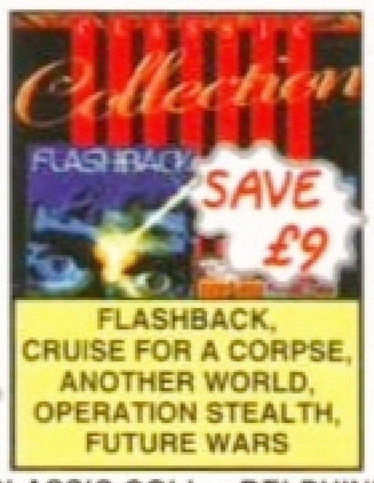
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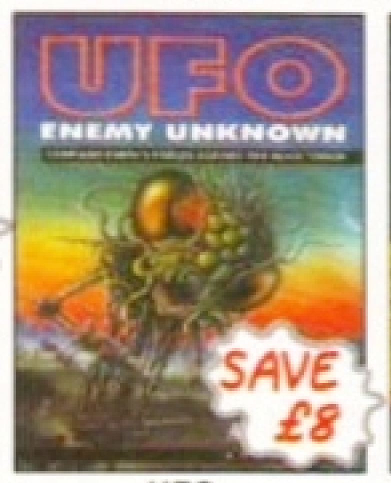
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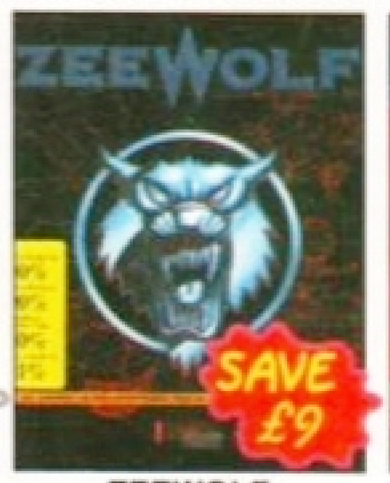
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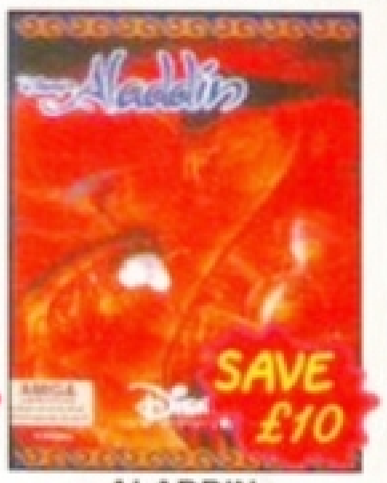
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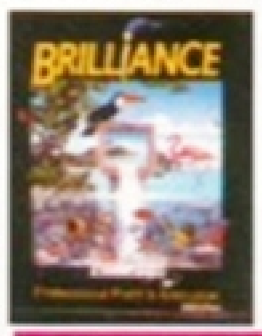
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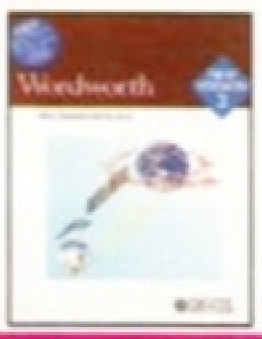
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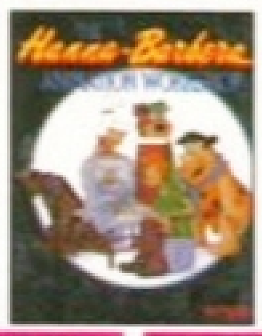
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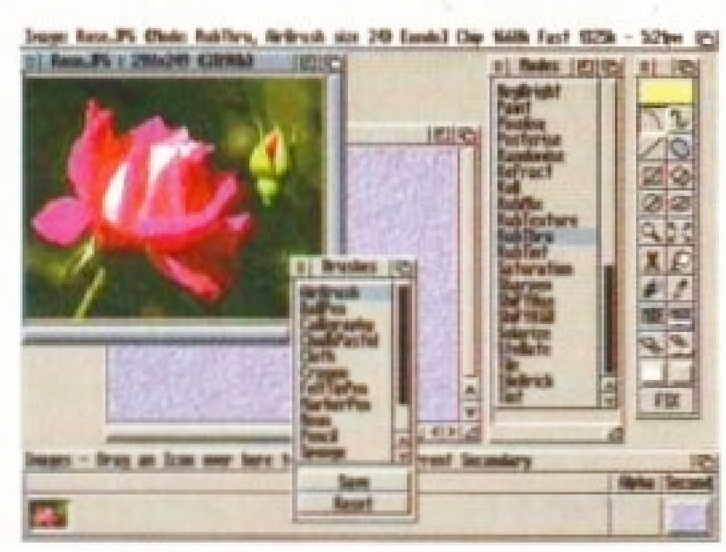
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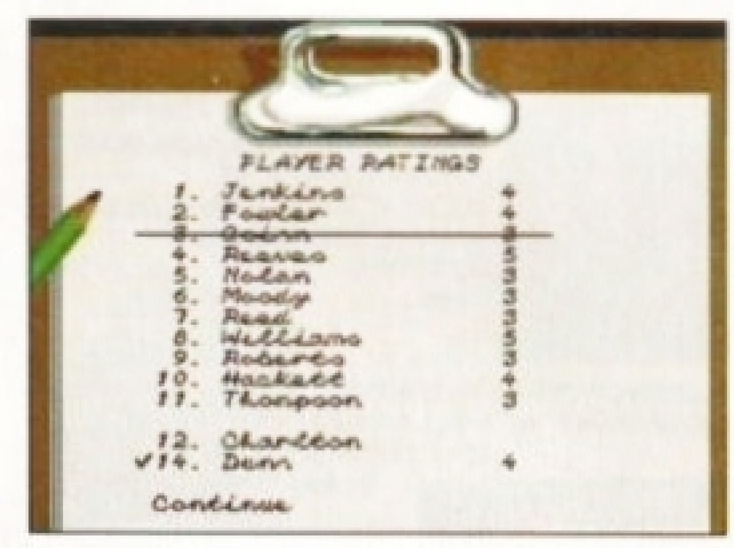




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Try to do better than Alex Ferguson with Audiogenic's brilliant footie management game, *Super League Manager*.



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Super League Manager



During the game, players can suffer injury – choosing the right substitutes can make or break your career. Just ask Graham Taylor.

Super League Manager is a football management game with a big difference. To be a winner you have to be intuitive, making the right decisions at the right time, though you'll have to do your homework on the opposition as well as keep a beady eye on your own team. There are no detailed stats about every aspect of each player's game – it's up to you to ensure that their training is interesting and varied – make them run cross-country every day and you're going to have one unhappy team on your hands. The trainer gives you the low-down on how each player's performance has changed from the previous week. All players are different – giving them a wage rise might not make them happy, though it often helps.

All the club's finances are at your disposal and the weekly *Gazette* is a mine of information so study it well. Remember though, you won't get your first copy until after the first match. You can scout and bid for other team's players, but make realistic bids otherwise your counterpart tells you to go away.

Super League Manager truly is one of the biggest demos we've ever had. Basically, this is the full game (every feature is included), but you only have six weeks and six matches to prove your worth. Of course, all the info we need to include here takes up a full game manual but having had to condense it into two pages, you'll find much to explore that we couldn't find space to explain in detail. Everything is accessed by clicking on the icons, so investigate the desk, then get the lads ready for the match. Enjoy.

MATCH OF THE DAY

The CD32 and A1200 versions of *Super League Manager* will have an inbuilt arcade bit based on *Wembley International Soccer*, while the A500 game will be linked with *Emlyn Hughes International* – available free of charge to those who purchase this version. You'll be able to take charge of the team directly when they're chosen to appear on *Match Of The Day*.

We've been scouring high and low for the best Coverdisks to bring you and this month we reckon we've come up with two excellent programs guaranteed to set your pulses racing.

EXPLORING YOUR DESK...



1 The telephone: your access to the outside world enabling you to barter for players at other clubs, but an incoming call could be the chairman, physiotherapist, the sports reporter from the *Gazette* or even the police.

2 Fixtures: a week-to-week guide of all your forthcoming matches.

3 Manager: click on the name icon to enter your own name – preface it with Mr, Mrs, Miss, Ms or whatever you prefer.

4 The day of the week: click on Tuesday when you've decided that Wednesday is long overdue and the day's work is done.

5 Tea/coffee: remember to slurp your drink – forget and people might think you have other things on your mind. The tea lady will spread gossip if you don't drink up.

6 Water the plant regularly: if you neglect it the chairman may feel that you are unfit to run a football club.

7 Incoming mail: best to keep up-to-date with correspondence and remember to be kind to the fans, for they pay your wages.

8 The *Gazette*: the football manager's *Bible*. Every Sunday, after the week's fixtures the *Gazette* rates every player, reports on every match and Emlyn Hughes (God bless 'im) trundles through the week's latest soccer gossip.

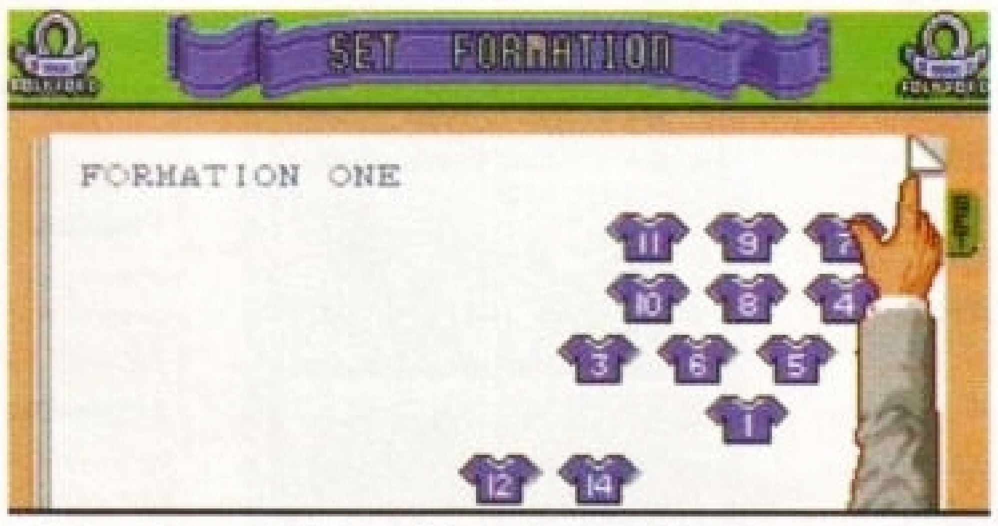
9 Team info: the low-down on every player, his salary, and all the training options which you can specify for a particular day of the week. On Friday, the icon changes and from here you pick the team for Saturday's match.

10 Who's who: every other team and every other player in the four divisions are listed here. And you can bid for any one of them, providing you have the funds available. Click on the fold in the top right to cycle through the team.

11 Calculator: contains all the info regarding club finances. You can ask for a larger overdraft, as well as set the admission price at the gate.



Indispensable. Simply click on the league and the fixture and check on how the opposition are performing. Situations vacant may be needed, and Emlyn says 'sausages' in a very high voice.



Click on the top right of the page to skirt through the formations and when you're happy, click on Set. Now you can pick the team. For instance, if you want Scott Hacket to play at number eight, click on the number and the shirt will turn blue. Alternatively, click in the top right-hand corner to go through the other players. Once all the shirts are blue, click the mouse button and then click on Friday and you're ready for the big match.

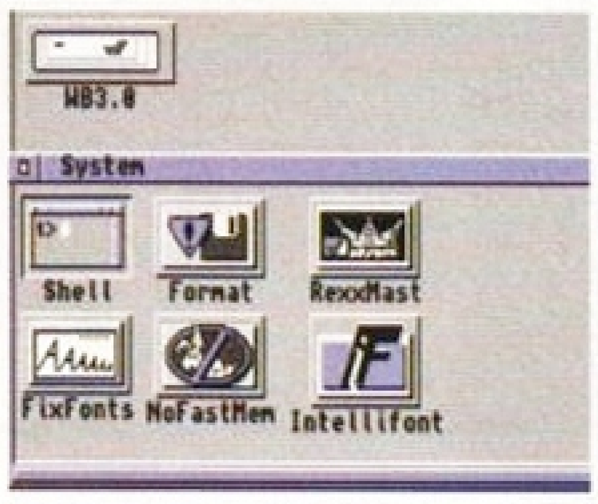


There are 13 training options. Click on the one you want for each day of the week. Remember to give the players plenty of variety otherwise they'll get bored.

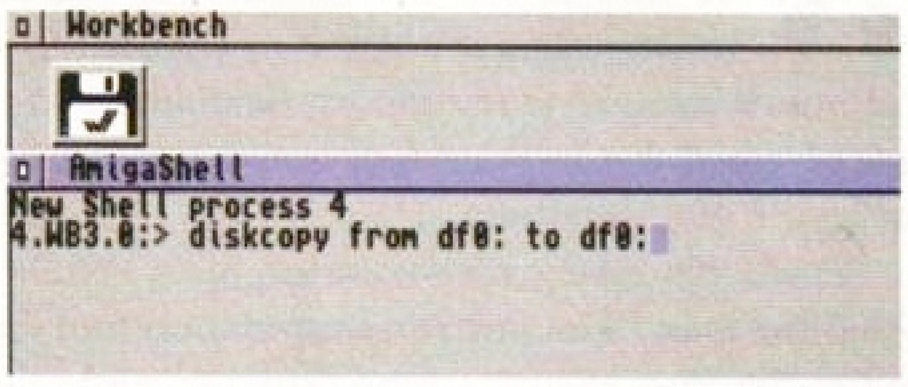
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BACKING UP YOUR COVERDISK

Copying your Coverdisk is very simple. Just follow the stages below...

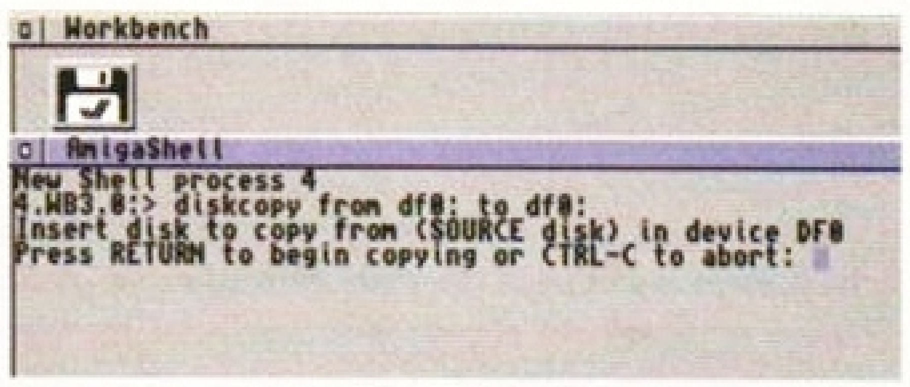


1 Boot up with your Workbench disk, and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

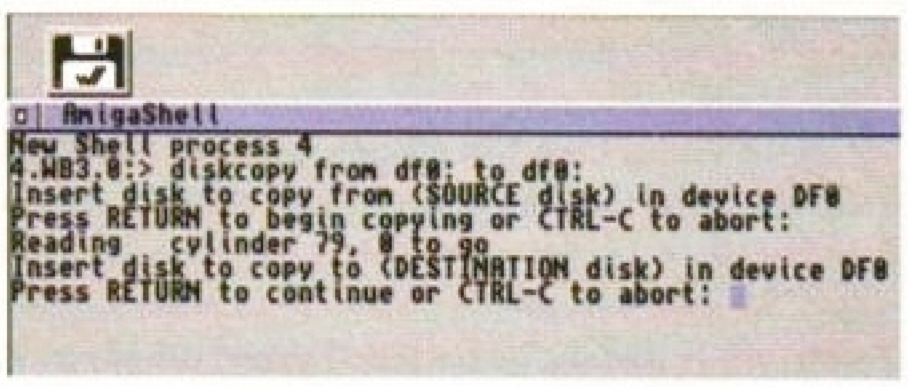


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

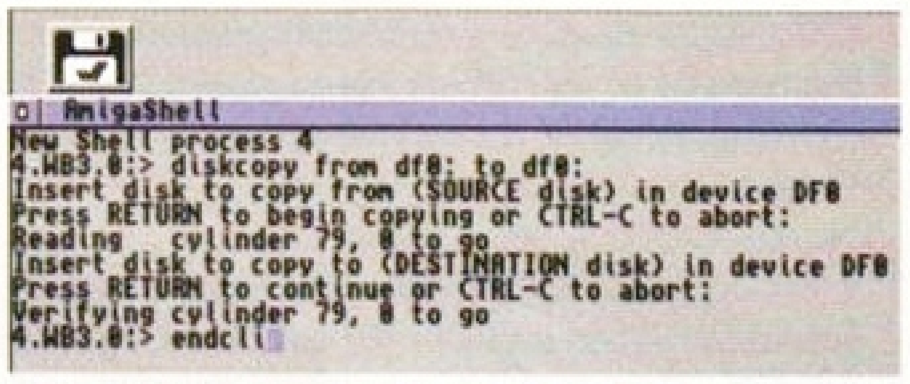
DISKCOPY FROM DFO: TO DFO:



3 When asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any data loss or other damage occurring during its use. If your disk is faulty, send it back, including a stamped addressed envelope for a free replacement to:

Amiga Format **(insert the name of the disk) Disk, Discopy Labs Ltd, PO Box 21, Daventry, NN11 5RT.**



Photogenics

Tipped as the most important creative software release of 1995, Almathera's *Photogenics* puts unrivalled graphics power at your fingertips. Now you can try it for yourself with our exclusive demo...

We were impressed with *Photogenics* when we reviewed it in *AF68*. No, that's an understatement. We were completely and utterly amazed at the power, flexibility and ease of use of this brilliant new image processing package from Almathera.

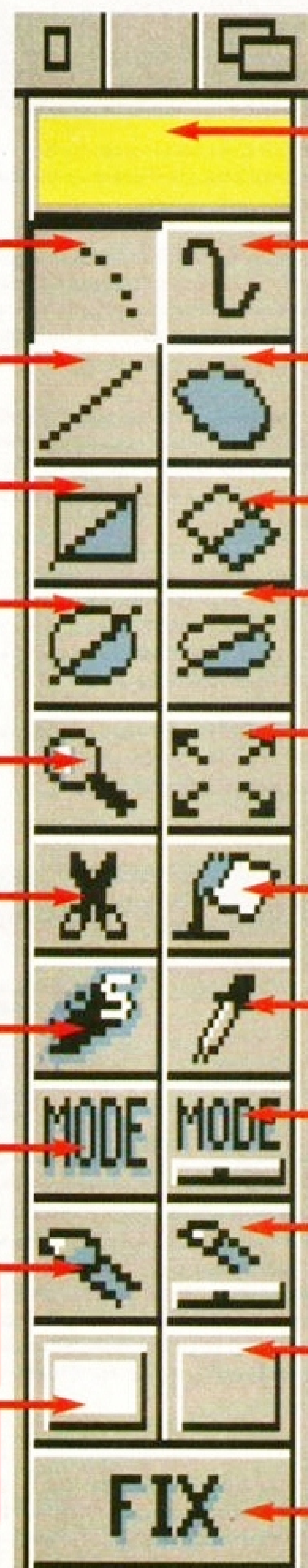
That's why *Amiga Format* editor, Nick Veitch described it as: "The image manipulation tool the Amiga has been waiting a long time for" and awarded the program a massive 95% – earning it the accolade of a *Format* Gold.

And now you can find out why we were so impressed by loading up our exclusive *Amiga Format Photogenics* demo.

You can't save your creations but in just about every other way, the program is complete – you can still load images in a variety of different formats and then you can use *Photogenics'* remarkable array of tools to do whatever you want to them in full AGA colour.

Unfortunately, this means that our demo only runs on an AGA Amiga or an Amiga equipped with Workbench 3.1. If you don't have AGA you'll only be able to view your creations in 16 grey scales. Other than that owners of non-AGA Amigas get exactly the same program as for the A1200 and A4000.

FINDING YOUR WAY AROUND



FREEHAND TOOL: A *DPaint* -like freehand draw tool. Use it to sketch and touch up your *Photogenics* images.

LINE TOOL: Draws straight lines between two points.

BOX TOOL: Draws filled and outline boxes and rectangles.

CIRCLE TOOL: Like the ellipse tool but restricted to perfect circles only. Can draw filled and outline circles.

MAGNIFY: Zooms in on the current window. There is no separate window for the zoom, the current window contains the resized image and you can use the scroll bars to move around the magnified view.

CUT BRUSH: Enables you to cut a rectangular region from the current image which *Photogenics* transfers to a new window. Think of it as a handy cropping tool.

SMEAR: Create interesting effects by smearing your pixelised 'paint' on your digital canvass just like rubbing your finger over the image when it's still wet.

PAINT MODE: Clicking on this button brings up the paint mode selector which lets you pick the current painting mode from a scrolling list. Combining brush modes with paint modes can produce some startling effects.

BRUSH SELECTOR: Clicking on this button brings up the brush selector from where you can choose your brush type from a scrolling list. The brush options include crayon, airbrush and pencil.

FILL PAINT LAYER: Fills the current paint layer with the selected colour.

COLOUR SELECTOR: By default, this gadget displays the currently selected colour but if you click on it the *Photogenics* colour selector requester appears allowing you to select an alternative colour.

CONTINUOUS FREEHAND: An incredibly fast freehand drawing tool.

FILLED AREA: Like the continuous freehand draw tool but the area you draw is automatically filled.

POLYGON TOOL: Just like *DPaint*, this tool enables you to create filled and outline polygons. Draw your polygon by clicking the left mouse button to mark each point and then click the right mouse button to close the polygon.

ELLIPSE TOOL: Lets you draw filled or unfilled ellipses.

ZOOM OUT: If you've zoomed in on an image then you can zoom out again so that the entire image is displayed by clicking on this gadget.

FILL TOOL: Using this, you can fill with defined tolerance (the fill tool can cope with shades of the same colour) and use whatever paint modes you like, including a clone option for some weird effects.

PIPETTE: Select the current colour from anywhere within the *Photogenics* image.

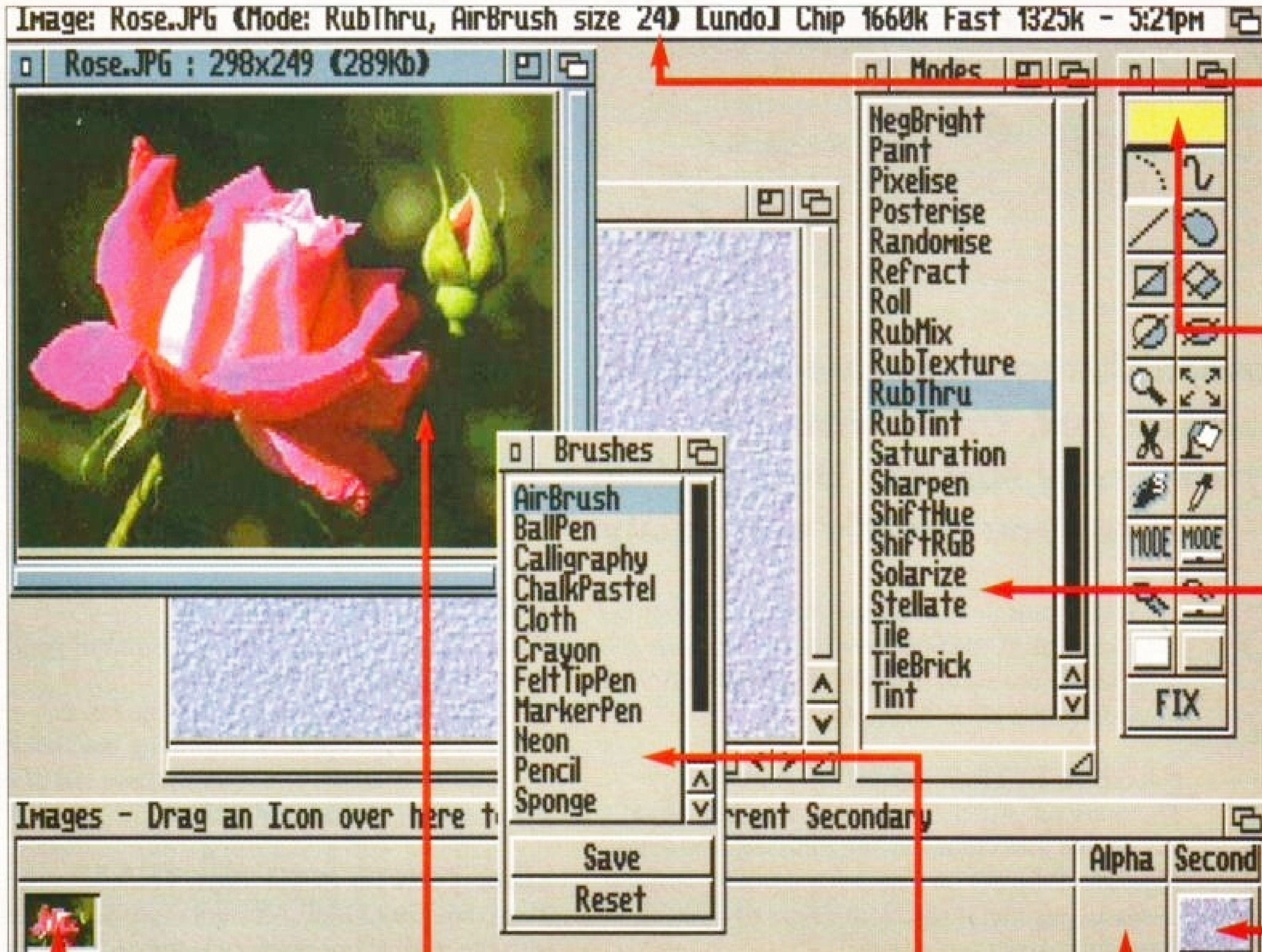
MODE PARAMETERS: Clicking on this button brings up a requester for fine tuning the current paint mode.

BRUSH PREFERENCES: Click here to adjust the size, pressure and transparency of the current brush.

UNDO PAINTING: Clears all of your painting since the last fix operation. Use carefully.

FIX: Makes all paint operations performed since the last fix permanent. You can still undo this operation if the undo feature is enabled. It's vitally important that once you're happy with a paint operation you fix it before carrying out any further work – so that you don't lose hours of work in the event of a mishap.

PHOTOGENICS AT-A-GLANCE



STATUS: It's worth keeping your eye on the *Photogenics* screen title bar because it contains all manner of useful status information, such as how much memory you've got left and the current paint and brush mode.

TOOLBOX: The heart of *Photogenics* is its toolbox window which contains the program's many painting functions. For a rundown of what each tool does, refer to the diagram on page 12.

PAINT MODE: When you click on the mode button in *Photogenics'* toolbox, this window appears. The paint mode requester lets you pick the current paint mode from an enormous list. As always, the best way to get to grips with them is to experiment.

SECONDARY IMAGE: Some effects (rubthru, for example) require you to have a picture in the secondary buffer. This enables you to paint through your selected image to reveal the image in the secondary buffer. Placing an image icon in this box by dragging it over from the image selector automatically makes that picture the secondary image.

IMAGE SELECTOR: The image selector displays thumbnail representations of every image you load. Rather than select an image by finding its preview window (which can become difficult if more than a couple of images have been loaded), you can simply click on its icon and it springs into view. These icons can also be picked up and dropped into either the secondary image or alpha channel boxes.

PREVIEW: *Photogenics* can load images in a variety of formats such as IFF, JPEG and GIF. Each image you load is displayed in its own window on the *Photogenics* screen as a HAM8 preview (or as grey scale if you have a non-AGA machine). Resizing any one of these preview windows automatically resizes the preview image, but doesn't effect the image data itself.

BRUSH PALETTE: Lets you choose an alternative brush. *Photogenics* offers a variety of brushes such as an airbrush, watercolour, crayon and neon.

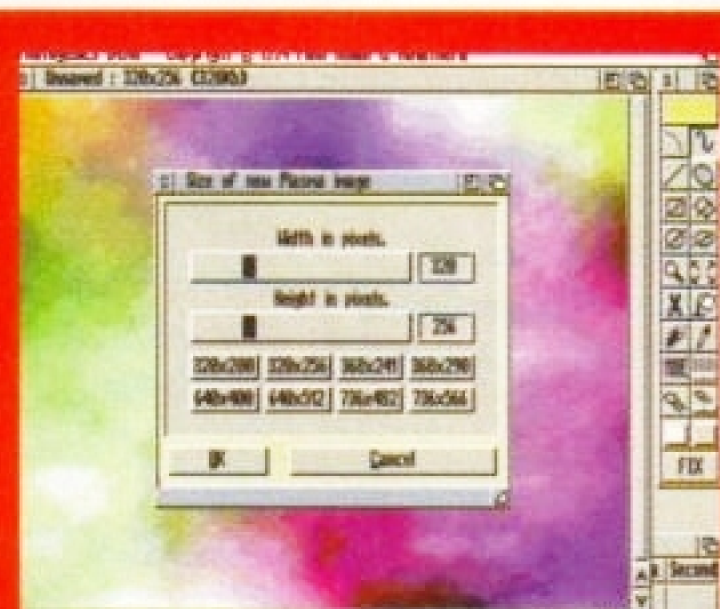
ALPHA CHANNEL: An alpha channel is a mask that sits over your image. Any paint or effect you apply only affects the parts of the image not covered by the alpha channel. Paint affects the current image in proportion to the brightness of the corresponding pixels within the alpha channel.

PHOTOGENICS TUTORIALS

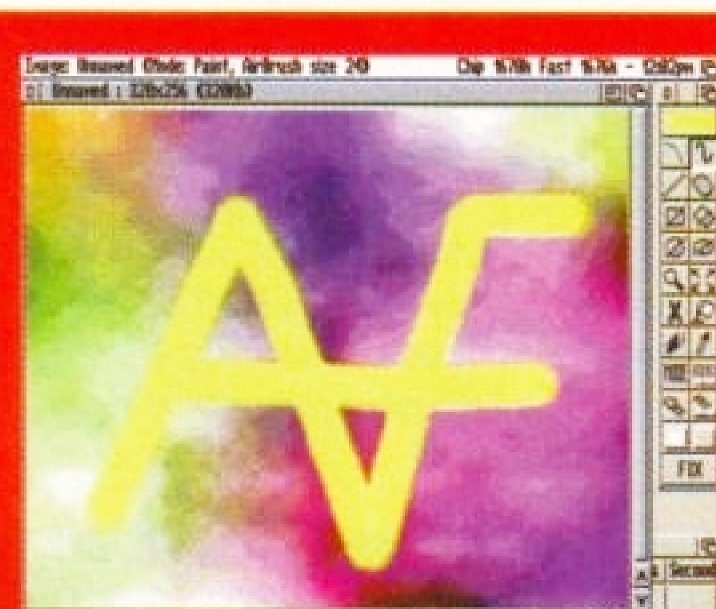
Our illustrious sister magazine, *Amiga Shopper*, is running a series of *Photogenics* tutorials starting with the April issue which goes on sale on Tuesday, March 7.

The six-part series by graphics expert Graeme Sandiford will be based on the *Amiga Format* Coverdisk and will show you how to get the most out of Almathera's sensational package.

In the meantime here's a brief tutorial to get you started with your *Photogenics* Coverdisk.



1 Select the Loaders option from the Windows pull-down menu so that *Photogenics'* loaders window appears. This window displays all the available loaders. The full version of *Photogenics* features many more loaders, but for the sake of this tutorial, all we'll need is the plasma loader. Click on plasma and a window appears asking you to select the size of your new plasma image. Click on 320x256 and then click the OK button to continue. *Photogenics* generates a plasma image which is displayed in a preview window.



2 Don't worry if your plasma image doesn't look exactly the same as ours – because it's a fractal image, there's a good chance that the one you see will be very different from ours. Once you've finished admiring your plasma image, resize it to a more manageable dimension. Now click on the freehand mode button and then draw on to the image with the left mouse button held down. Impressive eh!

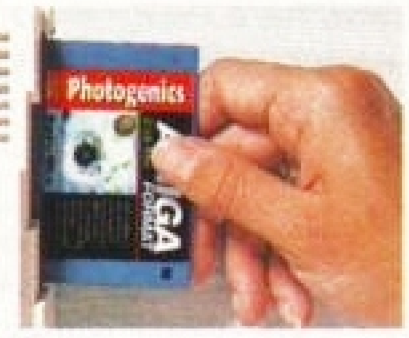


3 Now that we've added a paint layer to our image (all painting operations remain a separate layer until you fix them), let's have some fun. Click on the mode button to display the mode window. You'll notice that the current paint mode is Paint but you can change this by selecting a different mode from the list. When you select a mode it's automatically applied to the freehand drawing we did earlier. Have a play with the paint modes on offer. It's particularly worth experimenting with Solarize, Mix, Emboss, AddDust and Falsecolour.

AMIGA FORMAT COVERDISKS

GOT A PROBLEM WITH YOUR COVERDISK? CALL 0191-385 2627

EXTRA!



Your Coverdisk should be working fine, but if not, these hints, tips and corrections may sort out the problem for you quickly and easily.

MUSIC-X AF58



A600 owners, and anyone else with only Chip RAM, should follow the instructions for A1200 owners, otherwise they will find they have little room for samples. Also, many people seem to be getting a message regarding missing fonts. The fonts are on the disk, OK! If you boot up from the *Music-X* program disk, like it says to do in the instructions, there is no problem.

If you want to boot off any other disk, copy the fonts into the FONTS: drawer of your boot-up disk. This is not complicated – it is how the Amiga works (and the PC and the Mac).

PAGESETTER 2 AF63

There are no problems with this program, but a few people seem to be having difficulty with fonts. *PageSetter 2* works with CompuGraphic fonts, but it needs an .atc file. If your font doesn't have one, *PageSetter 2* won't recognise it.

PAGESETTER 3 SOLUTIONS

Although it is not actually a Coverdisk, some of you have been experiencing problems with *PageSetter 3*, the upgrade to our great *PageSetter 2* Coverdisk (*AF63*).

The problem seems to involve people running this software from a floppy drive. It has to be said that Gold Disk's install script and documentation are less than perfect.

Firstly, you do not actually have to run the floppy install program to run the software, you can just boot from disk one and run the program from disk two (although the print option will not work). To solve these problems, the easiest thing to do is make some additions to a copy of your Workbench disk. Here are the steps you should follow:

1. Make a copy of your original Workbench disk, or your usual start-up disk.
2. Using a text editor (such as *ED*), add the following to your start-up sequence (before the ENDcli command), or your user start-up if you have one.

```
Assign Fonts: PS³Fonts:Fonts
Assign CGFonts: PS³Fonts:Fonts
Assign s: PS³Page:
```

3. Now save the file (using Escape then x if you are using *ED*) and reboot your machine with this disk.
4. From Workbench, select and delete the Tools and Utilities drawers (or otherwise make room for the library files).
5. Open a Shell and type the following:

```
copy PS³Install:s/page#? s:
copy PS³Install:libs/FontEngine.library Libs:
endcli
```

(If you are using a GB keymap, the superscript 3 is obtained by pressing Alt-3)
6. Reboot from this disk again. Insert the PS³Page disk and double-click on the program's icon. It should now run, and print to your selected printer.
7. To install more fonts, you should use the original Install program, because this updates the special font list *PageSetter* uses to tell which fonts are available.

THEME PARK AF64

Not a problem, but a cheat for this rather good demo of a rather excellent game.

If you press the C key during the loading screen a message appears, informing you that the cheat mode is active. You will now have lots of cash to buy oodles of rides and things!

LIBS, FONTS AND ALL THAT

There are lots of files and commands associated with the normal operation of software. You may not see them until you try to install software:

LIBRARIES – These are compact routines which are compiled as a separate library. They contain commonly-used routines so programmers can write new utilities without having to re-code all the basic routines all the time. Libraries should be located in the LIBS drawer of your start-up disk.

FONTS – Amiga fonts come in many varieties, but the most common are bitmap fonts. The majority of programs use the system fonts, but some use their own. In this case, the font must be present in the FONTS: drawer of your start-up disk.

ASSIGN – The assign command is used to make pathname shortcuts. It does this by creating a logical or virtual device – one that doesn't exist, but points to a pathname that does. The usage is:

```
Assign <device name> <path name>
```

So, if you had installed a program from disk called *Paint* and installed it to a hard drive in the utilities drawer, your command might look like:

```
Assign Paint: hd0:Utilities
```

HOW TO CONTACT AMIGA FORMAT

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...
- **We get hundreds of letters and faxes a day, so we can't reply in person.**
- ***Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please make sure your call is really necessary.**
- **Our advertising complaints department can help with problems with companies who advertise in *AF* if you phone during normal office hours.**
- **Our subscriptions service and the *Amiga Format* Mail Order department can be contacted on 01225 822511.**

WORKBENCH: If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will answer you in the mag. If you have advice or tips for other readers, send them in and you could win a prize.
Workbench, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice.
Stephen Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: To enter a competition, write the answers and your name, address and phone number on the back of a postcard.
Whatever Competition, *Amiga Format*, 29 Monmouth St, Bath BA1 2DL.

SPECIAL OFFERS: If you've ordered something from the *AF* Mail Order and you've got a problem, call our Mail Order department on 01225 822511.
***Amiga Format* Mail Order, Future Publishing, FREEPOST (BS4900), Somerton, Somerset TA11 6BR.**

SUBSCRIPTIONS: If you have any subscription enquiries then write to:
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FAULTY COVERDISKS: If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: *Amiga Format* (insert the name of the disk) Disk, DisCopy Labs Ltd, PO Box 21, Daventry NN11 5RT.

SoftWood Software *will go down in history, the best there's been... for ages.*

The way we all communicate today has gradually evolved from early cave paintings by Prehistoric man, through Egyptian Hieroglyphics and eventually on to a method of symbols representing both letters and numbers. Early inscriptions in stone gave way to clay tablets, papyrus, parchment and ultimately paper, and the Greek alphabet became the basis of most of today's languages.

Books were created by hand until the mid 15th century when crude printing processes were first introduced. Albeit with continual refinements, printing methods have, until very recently, remained the only way to distribute the written word and hence a host of information throughout the world.

The biggest leap forward has been achieved in the last ten years!

Through the adoption of computer generated text as a new standard, complicated layouts and designs can now be generated and printed at the touch of a few keys right on your desktop. And it doesn't stop there.

Archiving and record keeping works hand in hand with these new methods of processing text and allows far faster data retrieval than ever before. This latest technology has not just revolutionised the world of print, but has opened the floodgates to an explosion in communication possibilities throughout the world.

*At SoftWood, our constant aim is to bring **you** these powerful, up to date technologies with the best possible software for your specification of Amiga.*

Our word processing packages have repeatedly won the favours of magazine reviewers, who have awarded SoftWood products their highest accolades, all over the world. We are continually updating and improving those products and adding new ones, such as Final Data™, and soon, Final Calc™ to our range. Our efforts are bringing the revolution into your home or office... and onto your Amiga.





Word Processing/Publishing...

Whatever specification Amiga you own, SoftWood have the perfect solution for your requirements. ***Final Copy II*™ *Release 2*** is at the peak of achievement when running a floppy based Amiga configuration, whilst ***Final Writer*™ *Release 3*** is the only hard drive compulsory Amiga word processor - it leaps a stage ahead and doesn't make any compromises to be floppy disk compatible. Whichever you choose, you'll be assured of the latest in WYSIWYG technology and reap the benefits of still unsurpassed, easy to use, Amiga software from SoftWood.

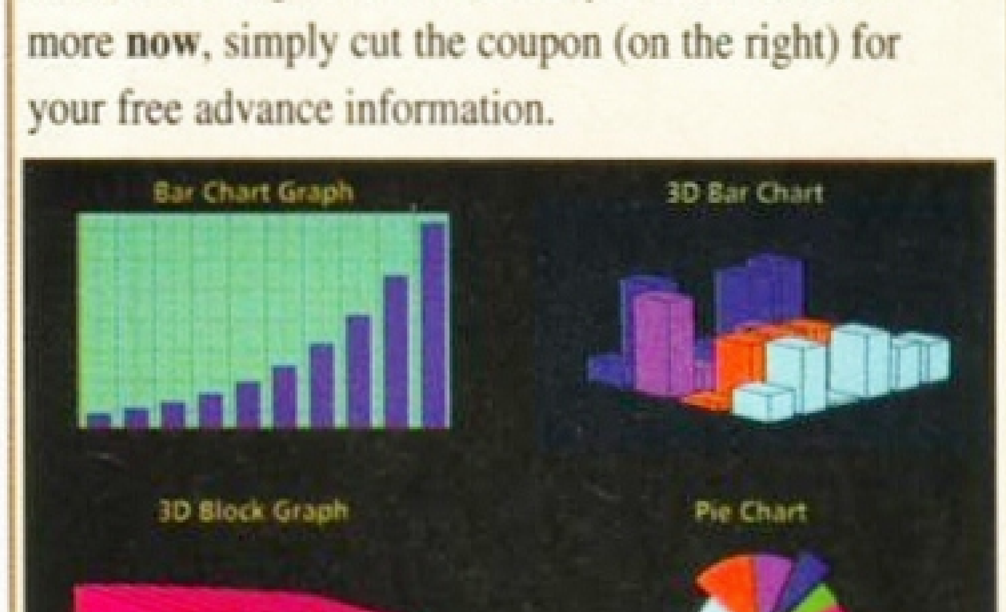
Our new Database...

***Final Data*™**, is designed in the true SoftWood tradition and brings you a program that is not only extremely powerful, but also very easy to use. Indeed, you can learn to set up your ***Final Data*™** database, enter your information and print the results in a matter of minutes... not hours. You'll soon be generating all kinds of reports and label print runs to suit your kind of work.

LATEST NEWS from SoftWood... Final Calc™

***Final Calc*™** is the answer to every Amiga Spreadsheet users dreams. With its flexible modes of operation, ***Final Calc*™** is the only Spreadsheet that can start with a minimum range of features (ideal for the beginner), but progress to offer power beyond the levels found not just on any other Amiga Spreadsheet, but almost any Spreadsheet on any computer system. Multi-layer sheets, advanced PostScript outputting facilities with flexible font handling, complete document scaling options, a vast choice of Graph styles including 3D and animated (to show calculation result/progressions) are just some of its comprehensive and unique features.

***Final Calc*™** is due for release in Spring 1995, so look out for the magazine reviews. If you want to know more **now**, simply cut the coupon (on the right) for your free advance information.



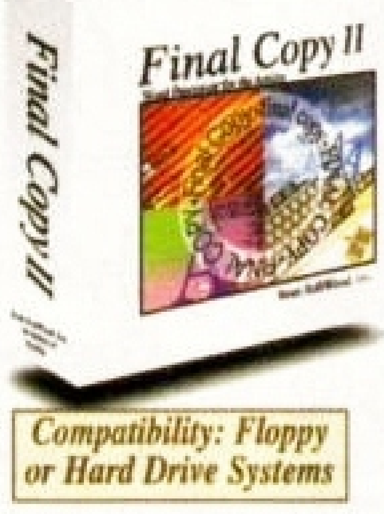
A small selection of Graphs created on Final Calc™

SoftWood

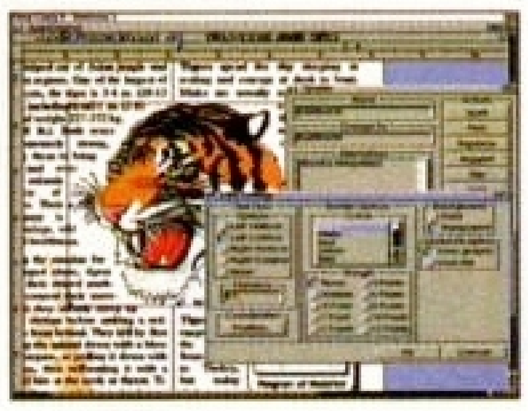
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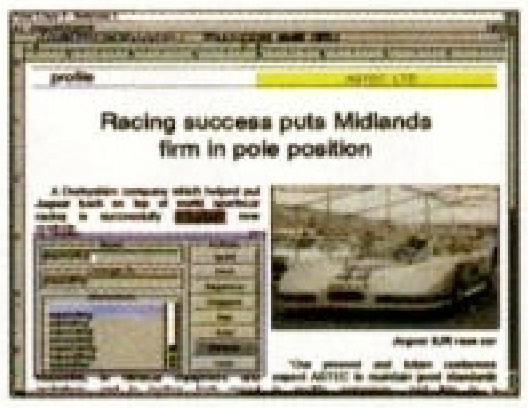
Final Copy II™
Release 2



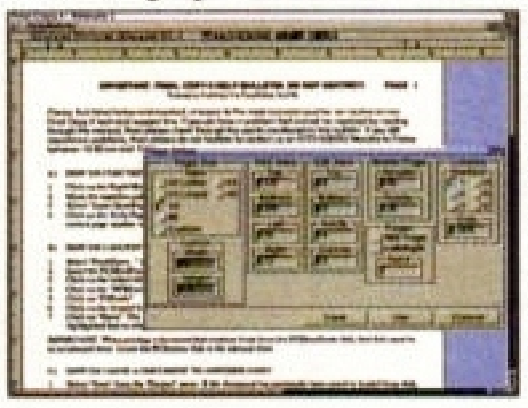
Designed to get the most out of an Amiga floppy drive based system, ***Final Copy II™*** offers more than just word processing (at which it naturally excels) and opens up a world where 'how the document looks' is as important as 'what the document says'.



Final Copy II™ is ideal for that quick letter but also boasts features which are powerful enough to help you produce end results normally associated with expensive Desk Top Publishing packages... easy to achieve, without the fuss!



Unique features such as **FastDraw™** on screen drawing tools (to generate boxes, borders, lines and arrows etc.) and **Perfect Print™** (an advanced system that enables you to print the same Postscript™ outline fonts to any printer in both landscape & portrait modes) ensure that ***Final Copy II™*** is the leader in its class. You can easily generate multiple newspaper style snaking columns, import any graphic objects or pictures (and place them anywhere on your page), scale or crop those graphics and also auto flow text around them. You can even

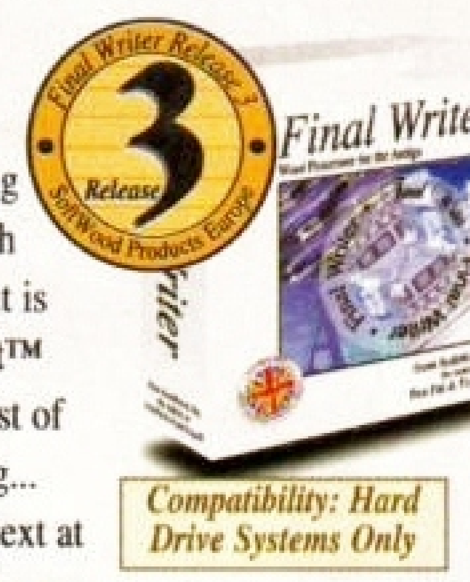


print text over graphics and the output is always of the highest quality. ***Final Copy II™*** offers the perfect balance between word processing and more advanced page layout creation - in one great program.

Ease and speed of use with total control of the final printed presentation is available on your floppy based Amiga system right now for only ***£49.95*** *inc. p&p.*

Final Copy II™ requires any Amiga floppy or hard drive system with a minimum of 1Mb. free RAM (A600 hard drive computers need 1.5Mb). Twin floppy drives are recommended for total flexibility with no installation or multiple disk swaps required.

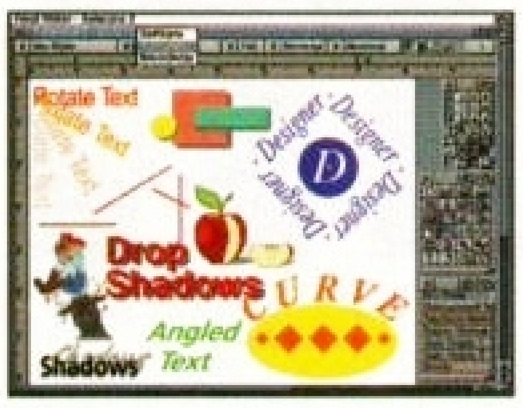
Final Writer™
Release 3



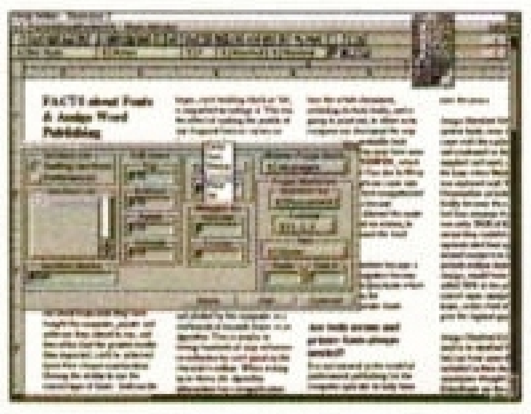
Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with ***Final Copy II™***, excellent output is guaranteed utilising **PerfectPrint™** and you'll also benefit from a host of other advanced features including...

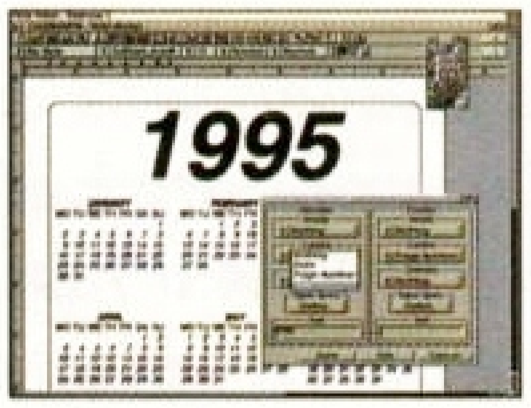
- **Text Blocks™** which position text at any size, angle and position on the page.
- **Touch Tools™** & **PowerUserBars™** giving 'one touch' control - just click on a button... define, change and save such attributes as text position, font size, font styles (bold, italic, underline etc.), justification, bullets, line spacing, indents etc.
- **FastDraw Plus™** allowing more versatile on screen drawing tools which include options like rotation.

Final Writer™ can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.



Add ARexx/Macros, floating palettes, undo/redo (both text formatting **and** graphics), table of contents, auto indexing, table of illustrations, bibliography generation, new drag & drop





text, spelling while you type, dictionary hyphenation, foreign language dictionaries, auto save, polygon graphics irregular shape generation, plus lots more and ***Release 3*** takes your Amiga further than ever before!

Amiga word publishing power, only ***£74.95*** *inc. p&p.*



Release 3 includes 100 quality clip art files and 120 outline fonts and, when you register with SoftWood, we send you a further 50 Bonus Fonts Free too!

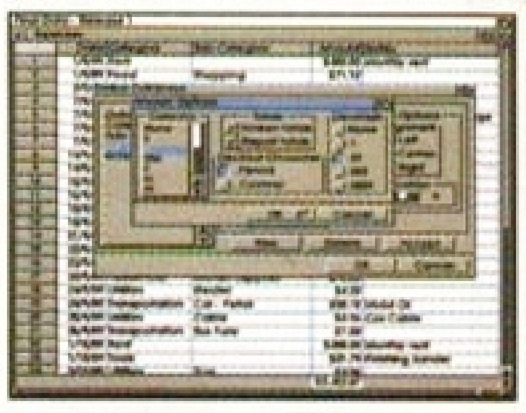
Final Writer™ Rel 3 requires any Amiga running Workbench 2 or 3 with a hard disk drive and a minimum of 2Mb. free RAM.

Final Data™
New Release



Final Data™ has been designed by SoftWood to be by far the EASIEST TO USE Database for your Amiga. Many users dislike the involved "two stage" process conventional databases force you to follow.

To set up a ***Final Data™*** database, you won't be confronted by an array of unfamiliar commands, simply define a column for each sort of information you want to keep eg. christian name, surname, house name or number street, town, county, postal code and phone number etc. Incidentally, you can add or remove columns at any stage during your working session. Your new database will appear as a table with rows and columns allowing you to view whole ranges of data at the same time. Column widths can always be adjusted, to suit your requirements, by simply dragging their borders with the mouse. Data is then entered into "cells" and ***Final Data™*** even detects entries of invalid dates etc. and displays an alert message for your attention. Screen totals are available as options on all amounts and calculations (numbers can also be formatted with currency signs and commas - again you can decide).



Final Data™ is ideal for label printing and even has built-in routines that remove all the complexities from this often involved task. You can always utilise the "Print Merge" feature found in *Final Copy II™* and *Final Writer™* - simply select the program you are using and ***Final Data™*** does the rest automatically for you. The program is also capable of reading any database created in *Pen Pal™*, MiAmiga File and *File IIsg™* as well as standard ASCII files found in many other common programs. Above all you'll be able to start using Final ***Data™*** immediately.

An easy to use yet extremely powerful method for keeping all your records in order from SoftWood Direct at only ***£39.95*** *inc. p&p.*

Final Data™ requires any Amiga system with a minimum of 512K free RAM operating under Workbench 1.3 or higher.

Help on memory: our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all graphical software requires more memory - dependent on the functions being used.

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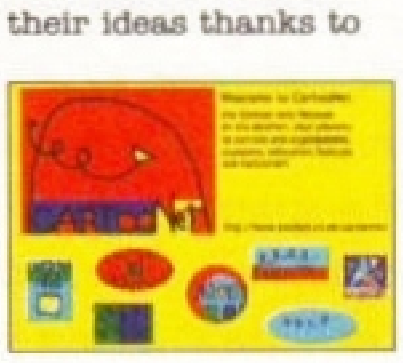
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AMIGA FORMAT news

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NEWS FROM THE NET

Budding cartoonists finally have somewhere to share their ideas thanks to



the European Cartoon Arts Network and their new CartooNet service. You can explore the wonders of CartooNet by pointing your web browser at http://www.pavilion.co.uk/cartoonet/.

CartooNet has attracted considerable interest from all over the world. There are over 12,000 commercial contacts from the USA alone and the Cartoon Arts Network partners are keen to explore the opportunities of using the Internet as a major distribution medium for European collections, cartoonists and comic strip illustrators.

TOTAL COMPUTER SUPPLIES

Amiga Format has stopped taking advertisements from Total Computer Supplies because we have received several complaints against them from readers.

The next generation Amiga?



Chris Ludwig was one of the last people working for Commodore before the company went bust. Here he gives a fascinating insight into Commodore's plans and what the future might hold for the next generation of Amigas.

AF: As we understand it, the Hewlett Packard RISC chip had been chosen as the basis for future Amiga development?

CL: That is correct.

AF: Did the Amiga design team take the decision to go to HP RISC or was it Commodore?

CL: It was a Commodore decision. We spent a lot of time looking at available processors and trying to decide which one best met the needs that we had in mind. We chose it based on a number of different concerns: first of all, compatibility with existing products. HP, because of their having bought out Apollo (graphic workstations developers), have an interest that their processor is 68000-compatible, so there's a 68000 compatible emulation mode for the PA-RISC

AF: Does that exist already?

CL: Yes, that already exists.

AF: Is that emulation in hardware?

CL: It's both, basically. The instruction architecture is similar to a 68000 in many ways and there's some software emulation tricks that can be done as well, so between those two pieces it makes migrating easy. It doesn't guarantee compatibility, but it makes the migration path much shorter.

AF: HP is doing that work themselves?

CL: That's correct.

AF: So that will make it a lot easier to create something resembling *AmigaDOS* portable on to the HP RISC?

CL: Exactly. That was one of the principal reasons for choosing the HP chip.

AF: So you're effectively creating a custom HP-RISC for the Amiga.

CL: Exactly, that was the plan. We're basically

AMIGA GAMES OUTSELL RIVALS

Amiga games accounted for more than 50 per cent of all sales on floppy disk over Christmas according to the latest figures released by Gallup.

Sensible World Of Soccer was the biggest-selling game on any format and sold eight times as many copies as the second placed title according to Gallup Senior Software Analyst Dorian Bloch. "In week 52 of 1994 Amiga titles accounted for more than 50 per cent of all games sold on floppy disk, and Amiga budget games accounted for 60 per cent of the market," he said.

PC games were left trailing in second place thanks to the *SWOS* sales.

"It was certainly a rosy Christmas for the Amiga," said Mr Bloch.

MEET THE UGLY SISTERS



What happened to all the dinosaur games? There used to be loads, but suddenly they all disappeared. *Amiga Power* investigates, and explores some intriguing new dinosaur game extinction theories. And! There's an in-depth review of Empire's *Dawn Patrol*, a couple of our fine Coverdisks (although we're not absolutely sure what'll be on them yet – an arcade-perfect *Pacman*, probably, and perhaps a demo of the excellent *Guardian*), and the next bit of Cam's popular *Cannon Fodder 2* guide. *Amiga Power* – it makes all other Amiga magazines extinct.
Jonathan Davies, editor, *Amiga Power*



Amiga Shopper has been reborn. The March issue has been redesigned, we have gone full colour and increased the number of pages of top-quality features and reviews too. Plus we have stuck two brilliant disks firmly on to the front cover. Coverdisk 1 is a special version of *DICE 3.0*, the popular Amiga C development system and Coverdisk 2 has a complete database listing every product ever reviewed in *AS* and the best of our top 100 PD programs. We have a massive feature on programming languages and a review of Ramiga's Z5 system. This issue is so packed I've run out of room to tell you about it, so buy it!
Sue Grant, editor, *Amiga Shopper*

"Whoever takes over the company I hope they have a driving instinct and vision to bring forth the best that the platform has to offer"

"Our system will beat the pants off a Saturn"

"Commodore has too often in the past been in the situation of having designed very cool products which just at the very end of [illegible] after [illegible] don't actually make it to market because the people at the top have a [illegible] vision."

"I think that the UK team have a real clear idea of where they want to go, and that's very important."

creating a custom PA-RISC chip based on the PA-150, the latest one, that would allow us to have really fantastic performance.

How far have you got with that work?

CL: We've got software simulations of the chip set running. Essentially, we'd be taking the planned sound enhancements for AAA as well as all the graphics enhancements that we've designed for the RISC release and obviously the CPU port there as well. You'd just need some other standard parts and you've basically got a one-chip solution, that's scalable. Another reason for choosing the PA-RISC was that the PA-RISC is designed around allowing you to have a multi-processor system, with other processors acting as enabling processors. Then we could have higher end systems where our chip is actually just a sub-processor doing graphics work while another PA-RISC is doing the major computation.

So tell us what *AmigaDos* would look like on such a machine. In what way would it be able to retain the *AmigaDos* that we know?

CL: The plan was simply to port *AmigaDos* to the chip. So Exec will be ported, graphics will be ported, Intuition will be ported, all portions of *AmigaDos* that currently exist will be ported, the idea being that the system will be wholly an Amiga, with the capability of running *Windows NT* as well. Because it's a PA-RISC there will already be native compiled versions of *NT*. You're basically talking about a box that can run two Operating Systems. Three if you count Hewlett Packard's system.

The new *AmigaDos* would not be compatible with existing software?

CL: That's correct, people would have to re-compile their existing software. But, again, because of the chip's degree of compatibility with the 68000 line that shouldn't be a gargantuan effort.

Is all of this something that can realistically be done now when someone ends up buying the Amiga name?

CL: Absolutely. It's a matter of ensuring that there's some vision at the top of the company in order to let something like this go through.

You've had more contact with other potential buy-out teams apart from the Commodore UK management team?

CL: Yes, definitely. We've had more contact with teams that have gone away now.

Do you have a personal favourite buyer? Who has most impressed you?

CL: All I can really say is, whoever takes over the company I hope they have a driving instinct and vision to bring forth the best that the platform has to offer.

Would this include CEI and the UK Commodore team?

CL: Yeah...

You don't sound very sure.

CL: It's difficult to say. I think that the UK team have a real clear idea of where they want to go, and that's very important.

Is the AAA chip set definitely out?

CL: I don't know that it's definitely out. Dave Haynie spent a lot of time getting a system out that would, at least from a hardware perspective, work. I think the big problem with it is that in the long-term we'd be better off trying to leapfrog the feature-set entirely so that we have something new and innovative, and that's why we focused on the RISC-3D stuff.

The specifications of the AAA seemed pretty impressive. Is the custom RISC really that much better than AAA?

CL: Oh yes, definitely. Our system will beat the pants off a Saturn. We've designed it around being a really fantastic system, exercising the best of the resources that Commodore's always had. We've got some really good stuff planned.

So you can envisage having a wide range of Amiga products, from the games player to the professional user – is that hard to market?

CL: Yes it has been hard to market. That's it. It's one of our assets, and getting rid of it by just concentrating on one end would be a mistake.

So you've got built-in there all sorts of texture-mapping and other capabilities?

CL: Yes. Basically the blitter has grown features that allow it to do texture mapping and other stuff but faster and with better video modes, so that we've got a greater resolution than the consoles have, because at the high end we're going to need that resolution.

● **This is an edited version of an interview by Bruce Lepper and Brian Biskri which appeared in French magazine *Amiga News*.**

The Baguley Column



I bought a new CD today. *Protest Songs* by Prefab Sprout. Nothing surprising in that, you may say. All you overpaid computer journalists spend your ill-gotten gains on wine, women and song. While that's a point of debate, the fact is that I already had a copy of this album. However, it was on vinyl, and, as everybody knows, vinyl is completely passé these days. Everybody who is anybody now buys CDs, with only a few traditionalists and DJs clinging on to the ancient vinyl.

I suppose in a weird way computers bear a certain resemblance to the record industry. Every few years some great new breakthrough is announced which renders everything that has gone forward invalid. Got an A500? Forget it. Go out and get yourself an A1200. Suddenly the computer you spent so much money on is out of date, and all the kids on the streets are sneering at your old, out of date, computer system.

"But it hasn't got the latest XB37 flibber chip in it! It can only do 23 million operations per second! You can't play *Mortal Street Fighter VIII* on it! How can you do anything with that?"

Many people think that switching from vinyl to CDs was a cynical exercise by the record companies to get more cash out of their customers. But I think that computer companies have a valid reason for constantly striving to update their machines. As technology advances, people expect more from it. They expect more flashing lights and bigger and better games bursting with stunning FMV sequences. Serious programs continue to get more and more complex, and the memory and processor requirements continue to get bigger and bigger.

Given that computer companies make their money out of selling computers, of course they try and keep selling you new ones. Unless you take the somewhat questionable route of charging a royalty from the programmers, they have to make their money through selling hardware.

I remember a letter I received a few months back from an Amiga owner. They were complaining about how they couldn't get any new software for their machine. Why, said this Amiga user, was it that he couldn't get any new programs to run on his Amiga? What sort of machine did this user have? A 512K Amiga 500 running Workbench 1.2.

The unfortunate truth of the matter is that computers are expensive. Not just in terms of buying the machines in the first place, but also in terms of keeping up with the rest of the world. If you buy a new computer you should not really expect it to last any longer than two or three years. Not that it will break (although computers do have an annoying habit of breaking down just after the warranty has run out), but it will be out of date, and the amount of new software released for it will begin to dwindle.

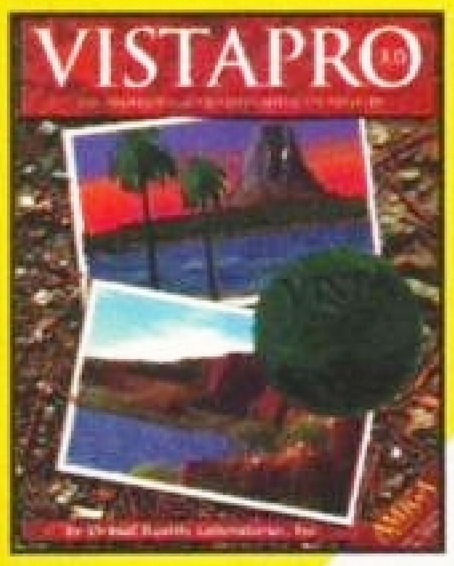
Before anybody says it, I know that old machines such as the Amstrad CPC are still going. Indeed, Future still publish a magazine for Amstrad computers (*Amstrad Action*), so there are obviously still users out there. However, they are few and far between, and they really are the hard core of fanatical users. Unless you fancy being a fanatic, you have to look to the future.

Anyway, I don't own a record player any more, and the CD only cost me a fiver. So there!

Richard Baguley can be contacted at
Baggers@cix.compulink.co.uk

The opinions expressed in The Baguley Column are, for once, also those of *Amiga Format*.

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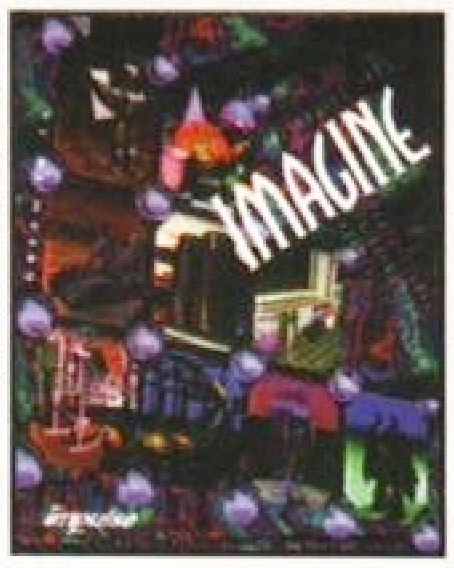


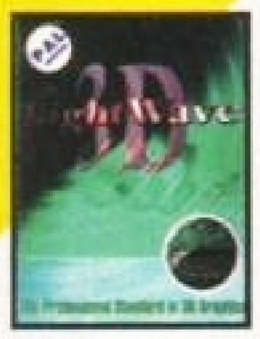
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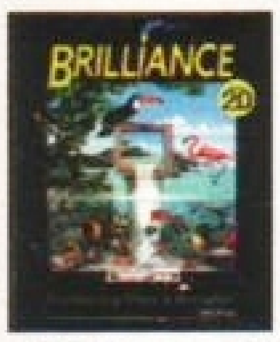
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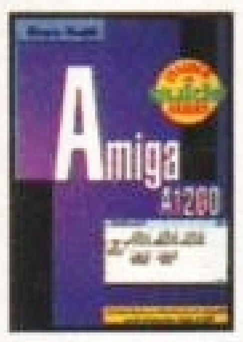
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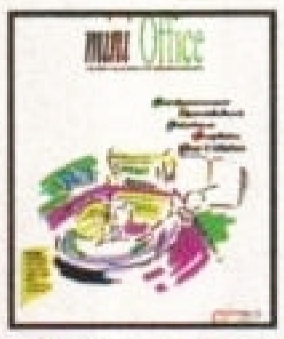
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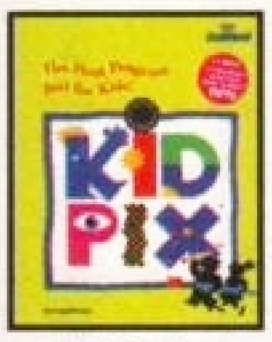
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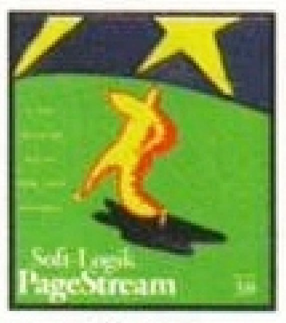
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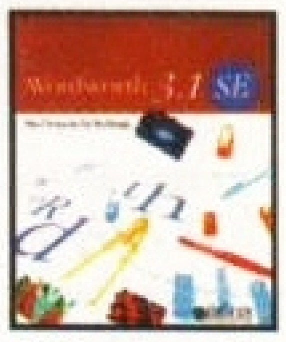
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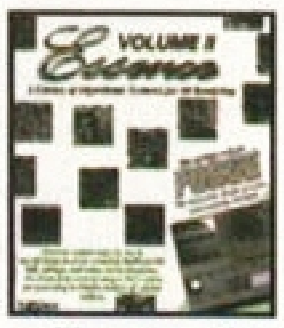
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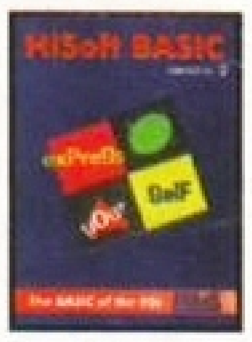
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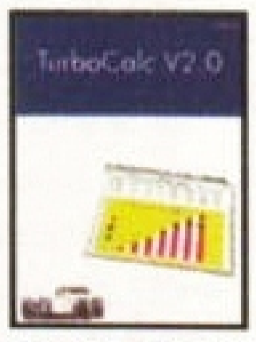
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New HiQ A1200 case

HiQ have launched a new range of PowerStation upgrades to give a whole new look to your A1200. Following hot on the heels of Ramiga's Z5 Tower system (reviewed page 86), the new HiQ upgrades provide an A1200 or A600 with some of the benefits of a big-box Amiga but without the cost.

HiQ are no strangers to the retrofit business – veteran Amiga owners may remember the A1500 casing which the company launched for the A500 back in 1990. Instead of attempting to manufacture everything from scratch (like the A1500), however, HiQ's latest PowerStations draw upon the vast pool of quality multimedia cases designed for PC compatibles.

The PowerStations don't recase your A1200 or A600 – instead, all three simply extend the expansion capabilities of your machine's existing casing.

The top-of-the-range PowerStation is the Multimedia system (pictured left) which is available either as a complete SCSI CD-ROM system for £329.95 or as an empty casing (complete with all necessary cabling) for £129.95. Main features include a 200 watt power supply which drives both your Amiga and any peripherals, five drive bays for the addition of CD-ROMs, additional floppy drives, a high-speed SCSI-2 interface (based around HiSoft's Squirrel) and twin 10 watt speakers with volume, bass, treble and balance controls.

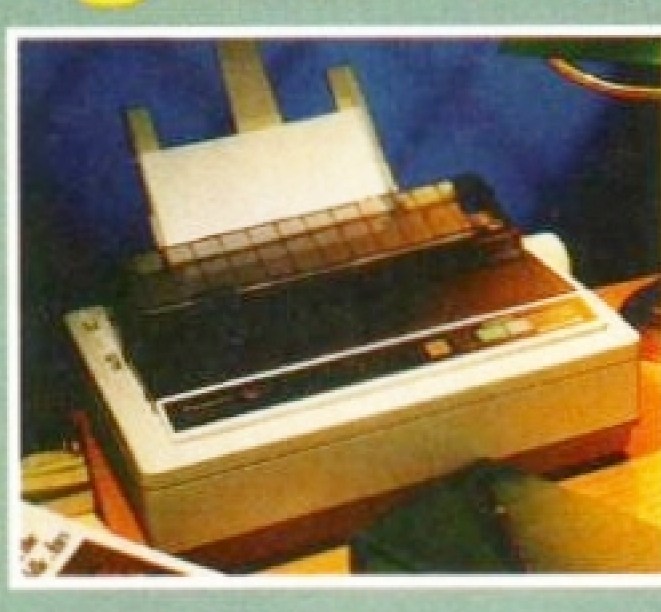
A MiniTower PowerStation system is also available for £99.95 (empty case) and £299.95 with a 200 watt power supply, five drive bays and the option of a SCSI-2 interface.

Check out next month's *AF* for the definitive review of both PowerStations. HiQ can be contacted on 0181 909 2092.



It certainly looks the business, but how does it perform, and does it give you any added features? We'll review it ASAP, like always.

Panasonic get smart!

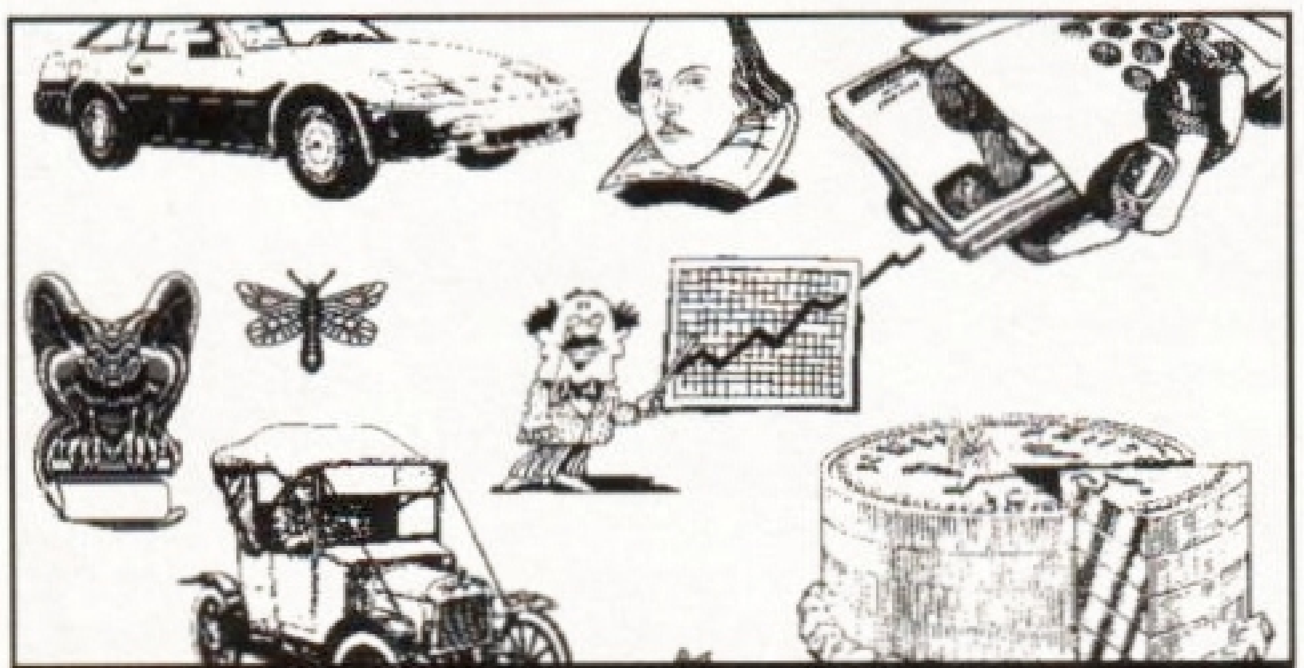


Panasonic have slashed the cost of colour printing with the release of their new KX-P2135 24-pin colour dot matrix which has a retail price of £189 – the street price may be as low as £150.

For the price of a 9-pin dot matrix, this new printer offers a print resolution of 360x360 dpi thanks to its 24-pin print head. Panasonic's unique QuietPrinter technology provides a whisper-like operating noise level of 43.5 dBA with print speeds of up to 250cps in draft mode.

Built in to the printer is a 20-sheet feeder plus a flat-belt push tractor feed. Add to this the printer's wide range of fonts (three draft and seven NLQ) – each available in 10 different sizes plus proportional spacing – and it's easy to see why the KX-P2135 offers such good value for money.

Contact Panasonic on 0500 404041.



Compass Software have produced a varied collection of PD clip-art images which are compatible with *AF63's PageSetter 2* Coverdisk. The set costs only £2.50 and is available from Compass on 01493 657734.

Photogenics upgraded



You too can mess up perfectly nice pictures with *Photogenics*. If you already have a copy, send an SAE to Almathera for an update.

Not content with the *Amiga Format* Gold-rated *version 1.0* of *Photogenics* which scored a incredible 95% in *AF68*, Almathera have now released an upgrade to this brilliant 24-bit combined paint and image processing package.

Version 1.1a of *Photogenics* provides a host of new features including any angle rotation, faster blur and more blur types, median filter, support for Targa format images and other equally exciting enhancements.

What's more, you don't even have to pay for the upgrade if you've already bought *Photogenics* – just send a SAE with a disk and your registration number to Almathera and they will send you the upgrade free of charge.

Contact Almathera on 0181 687 0040.

niblets

NEW SAMPLE CD

Pure Technology (01745 332535) have just released a new LF-Oids sample CD with more complete bassline loops than you could shake a microphone at. The CD costs £34.95.

MULTIMEDIA BUREAU

If you need a multimedia system then check out Optonica Systems new multimedia services bureau. Optonica will undertake virtually any aspect of multimedia production including 2D and 3D graphic design, consultancy, CDXL and MPEG encoding and voice overs. Optonica are on 01455 558282.

720DPI EPSON DRIVER

Owners of the Epson Stylus Colour inkjet printer can tap its power with Eyetech Group's (01642 713 185) new 720dpi printer driver. Order yours before February 28 and Eyetech will sell you a copy for £5 off the retail price of £39.95.

ENVOY UPGRADED

Almathera Systems are handling the latest version of the peer-to-peer networking software, *Envoy 2.0*, which comes complete with many new features.

Amiga users wanting to network their machines on a budget may also be interested in Sneakernet, a low-cost networking solution which provides everything you need to network a large number of Amigas. For more information call Almathera on 0181 687 0040.

Tim Smith Column



According to a recent report in industry bible, *Computer Trade Weekly*, sales of console games fell by 51% over the heavy-selling period of Chrimble 1994.

Does that surprise anybody? It might surprise the average parent who forked out for a console because they thought that because it had a chip inside, it was therefore a computer. No, don't laugh (hell, go away and develop something that makes a SNES print out a word, any word... and you've made your millions).

At the start of this boom, people were wandering around the shops looking at what appeared to be computer graphics and listening to what sounded like computer sounds on machines that looked hi-tech. These machines were not burdened with a need for technical knowledge. None of the 'New From Japan!' signs had ROM or RAM, HD, SCSI, Agnus, Port, FDD, bps, dpi, VGA, SVGA or I/O on them. These machines could be used by anybody. Go on, get one for £229 and a free game! Easy.

"Can my niece use one of these things for anything other than games?" came the question – I asked it myself in a survey for *New Computer Express*.

"Not right now sir, but there are plans for peripheral add-on devices that will enable your child to interface with the Japanese stock exchange, create paintings and even play games... er, communicate telecommunicatively with their mates... erm colleagues at school."

"How much are the games?" quoth me.

"Well you won't need to worry about that for a while sir. *Altered Beast/Super Mario* will keep your little 'un going for ages and by the time he's..."

"My niece is a she actually..."

"Of course she is sir... by the time she's finished with that, then all the other games out now will be cheaper. These things are toys you know sir, there's infinite amounts of gameplay... erm.. interactivity to be had. And the more people who buy these machines, the cheaper the games will get. Market forces sir."

Well, yes. The games have got cheaper. Sony has just dumped a million carts on the market for around £4.99.

This entire console boom was a glorified Mighty Morphin' Ninja Sylvannia Hoola Hoop from the kick-off (have you played that on a console?). Nothing productive was ever going to come from these bits of plastic – nay, nay Tim, there is the Sega channel in the USA! – Well, I rest my case.

The saddest upshot of this marketing duck-shoot is that millions of kids who could have been learning to program, type, write music, paint and draw creatively, have been reduced to the levels of twitching conduits for more ad-spend.

Interactivity? Get thee behind me marketing manual. The only way you can interact with something is by having the potential to change that thing with your input.

Now I don't want you to get the idea that I have anything against consoles. I don't. They are fine and dandy in their place. What I object to is the rubbish being spouted in the mainstream press that because the consoles have reached some kind of nadir, the rest of the home computer world must suffer. There should be no correlation here people! But, because of the cackophany (sic) spouting from the ad departments of the leisure industry (who, by the way, were well aware of the unmitigated tripe that they were talking) every other non-IBM PC or Mac will be tarred with the same brush.

Hrummph and pishaw! The Amiga must survive.

Tim Smith can be contacted on tsmithhb@cix.compulink.co.uk and timbo@gashead.demon.co.uk

The opinions expressed in The Tim Smith Column are not necessarily those of Amiga Format

AMIGA FORMAT games news

Steve Bradley rounds up all of the latest info on the exciting new releases from the wide and wonderful world of Amiga games.

Braben's closer encounters



The original, *Frontier: Elite II*, scored an impressive 90 per cent in our review in *AF54*.

One of the most popular Amiga games ever is *Frontier: Elite II*, and in time honoured tradition, Gametek are releasing a sequel, *Frontier: First Encounters* for both A1200 and CD³².

Writer David Braben is one of the biggest names in game design, responsible for evergreen oldies *Elite* and *Virus*. Again, the action takes place in an 'astronomically correct universe', though you can be sure we'll check its accuracy.

Gametek claim *First Encounters* will boast a host of new features including new ships, enhanced combat sequences and a band of alien fiends, The Thargoids, to battle. As in *Elite II*, the aim is trade and raise money to buy bigger, more powerful ships and embark on wanton destruction in galaxies afar. Due in March.

Tactical Manager 2

Football management games, eh? Can't seem to fail, particularly in the charts. Black Legend's detailed *Tactical Manager* hit the number one spot last year and the sequel is almost complete. Daringly-titled *Tactical Manager 2*, it will feature improved graphics and menus, an increase in the difficulty level as well as a plethora of other extra bits fans of footie management will no doubt appreciate. Whether the enhancements warrant another full-price release remains to be seen. And see we shall, in the month of March.

Eighty per cent rated (*AF66*) seafaring trading game, *Voyages Of Discovery* has yet to be released due to problems in translation from the German version. Fear not, for it is due any time now. Black Legend also have racing games *Turbo Trax* and *Leading Lap* on the boil, more of which, next month.

WOLFENSTEIN CLONE



Will Grandslam's new game match the Mac and PC version of *Wolfenstein*?

Grandslam are working on an, as yet unnamed 3D *Wolfenstein*-clone. *Wolfenstein* is a first-person perspective shoot-em-up which has appeared on PC and Macintosh and by jove, it would be nice to see something similar on Amiga. It's still in infancy development-wise but the finished version should be upon us around May/June.

In the more immediate future, Grandslam are working on an upgrade to the CD³² version of *Nick Faldo's Championship Golf*, which features improved graphics and most reassuringly, a more concise control method.

And there's more. The mighty sounding *Seventh Sword Of Mendor*, you won't be surprised to learn, is a role-playing game. Your task, when the game is released, if you choose to purchase it, is to step into the land of Arcuran and find the aforementioned sword. It all takes place in a massive gaming area and we should have a comprehensive review next month. If it's finished.

WELLA

SHOCKWAVES

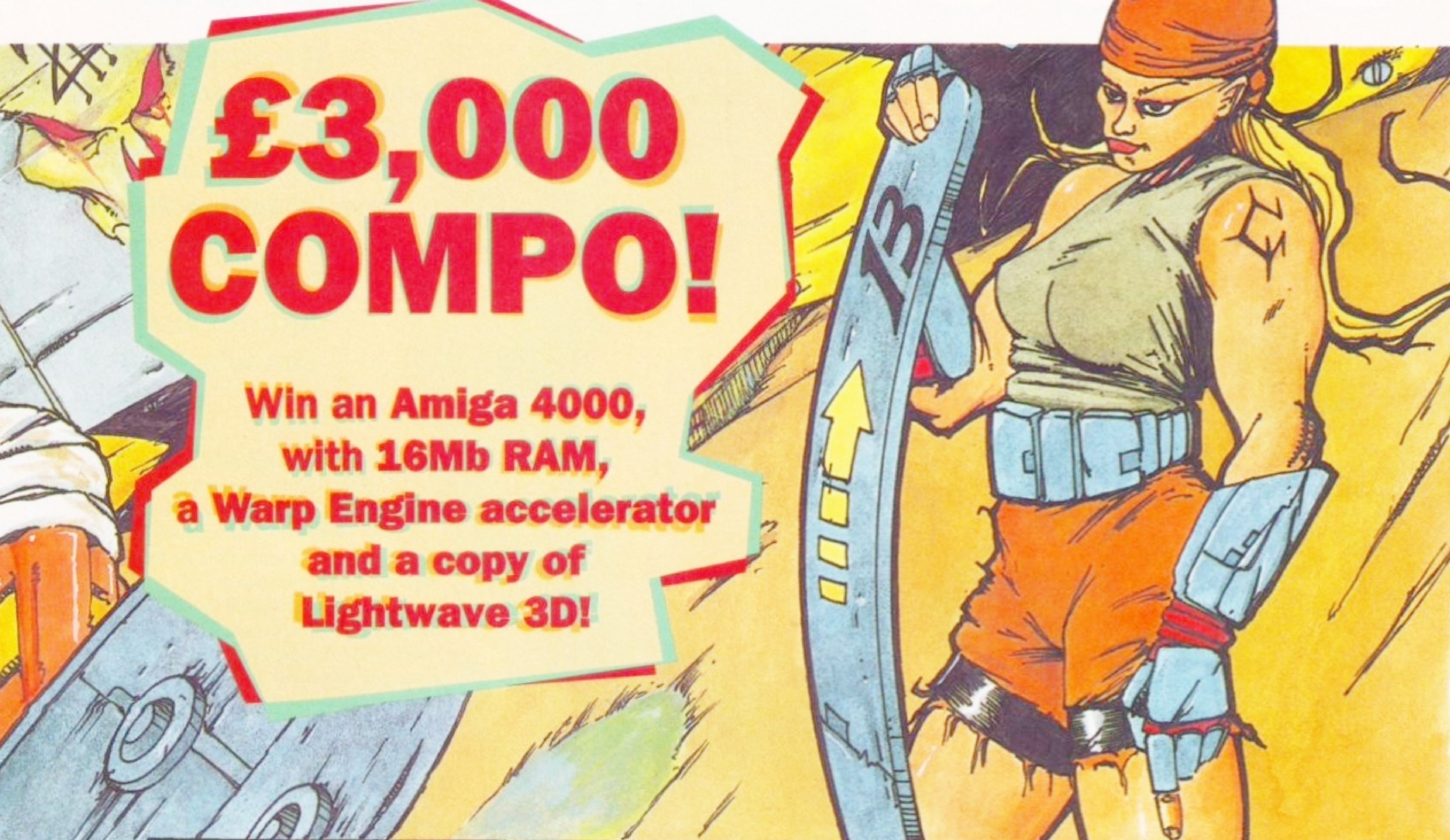
In conjunction with *AF*, Wella Shockwaves have a complete Amiga rendering system worth over £3,000 to give away!

Invisible Cities and Flair are working on a new game called *Shockwaves Express*, and here is your opportunity to actually design elements of the game itself – the logos, the characters, the levels, the graphics... if your ideas are cool enough to make it into the game, you stand the chance of getting your name in the credits – and walking way with three grand's worth of Amiga kit!



EXPRESS

Wella Shockwaves are **gonna put you** in **CONTROL!**



£3,000 COMPO!

Win an Amiga 4000, with 16Mb RAM, a Warp Engine accelerator and a copy of Lightwave 3D!

Shockwaves Express: the plot...

Shockwaves Express is set in the future world of 2007 where information is a valuable commodity. But with a network overrun by hackers, corporations have been forced to abandon cyberspace in favour of more conventional means. Teams of skilled street skaters cruise The Strip acting as info-couriers delivering data by hand – for a price.

Progressing through eight different 'hoods, the player has to meet and beat the challenge of delivering these mysterious info-packs using skateboards, hoverboards, surfboards and snowboards. Making your way from location to location, you have to avoid obstacles, defeat rival gangs and react quickly under adverse conditions.

But as you fulfill each contract and progress through the game, it becomes obvious that there's more to the job than meets the eye...

Shockwaves Express: the compo...

Invisible Cities and Flair want you to help design *Shockwaves Express*. We need narly new characters to take control of, with names, uniforms, skills, attributes and emblems.

We need enemy characters to inhabit the different areas of The Strip. We need different sort of obstacles for the couriers to overcome. And we need a radical *Shockwaves Express* logo.

But don't stop there. If there's anything else you want to design – entire levels (it's a sprawling eight-way scroller), buildings, boards, vehicles – just let rip with your imagination. The more outrageous, the better.

Obviously this is going to take some time so you have a couple of months to the closing date – let's get everything in by Friday, March 31, eh? Send all your artwork, scripts and Amiga graphics to:

Shockwaves Compo, Invisible Cities, Unit 16, Business & Innovation Centre, Riverside, Sunderland SR5 2TA.



Shockwaves Express: the prize... An Amiga 4000 80Mb HD with 2mb Chip RAM, 16Mb SIMM, a 40MHz Warp Engine plus a copy of *Lightwave 3D*. (Sorry, but the Commodore monitor is ours!)

Something to SHOUT about!

The Squirrel SCSI interface could change the way you use your Amiga. In our six-page special Jolyon Ralph explains SCSI, Nick Veitch reviews the Squirrel and you can win £800 of SCSI kit!



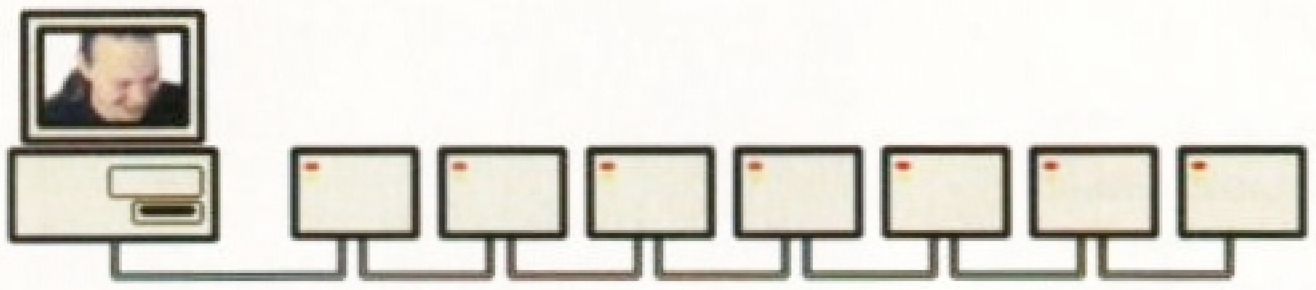
Although SCSI has become synonymous with hard disk interfacing on the Amiga, there is a lot more to SCSI that makes it far more flexible than alternative systems such as IDE.

SCSI stands for Small Computer Systems Interface, although it was developed at a time when a small computer was about the size of your fridge. SCSI isn't a piece of hardware in its own right, but it's a standard for communication between different devices.

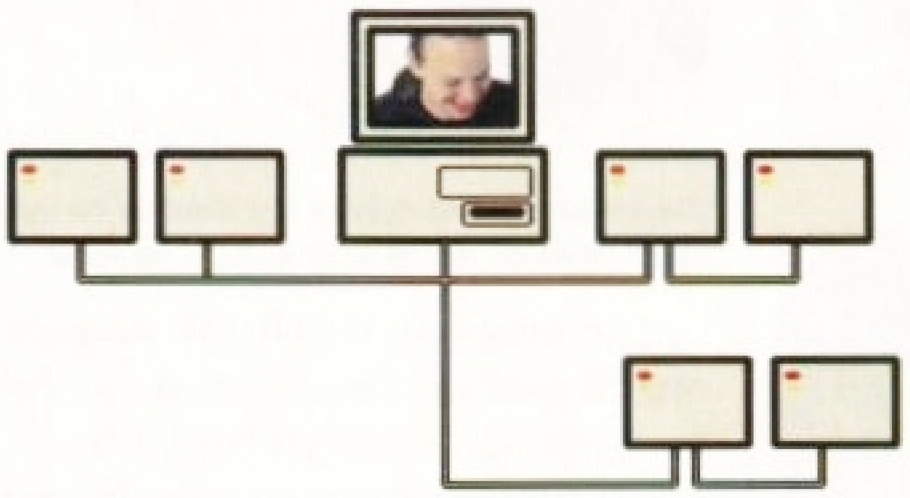
Your Amiga requires a SCSI interface card (also called a host adaptor or SCSI controller card) to enable it to talk to SCSI devices (lucky A3000 owners have a SCSI host adaptor built-in) and allows for up to eight devices to be connected together.

Because the SCSI host adaptor itself counts as one this means that normally up to seven devices can be linked to one SCSI host adaptor. These devices include hard drives, CD-ROMs, tapestreamers, scanners and more. Each device has to have its own SCSI ID number between 0 and 7 (with the host adaptor usually set at 7).

SCSI devices are linked together in a chain. At each end of the chain a terminator (a pack of resistors) must be fitted which, like buffers on the end of a model railway track, prevent nasty things happening to your data. Unlike model railways you aren't allowed branches in your SCSI chain.



A good example of a SCSI chain. The host adaptor card is terminated at one end, the end of the SCSI chain is also terminated.



This SCSI set-up won't work. You can't have branches in your SCSI chains. Although they may appear to work initially they prove VERY unreliable.

To add to the confusion there are in most cases two ways to connect your SCSI devices – internally or externally. Internal devices are cheaper, use power from your Amiga and, because they fit inside your Amiga case (if you have a big-box Amiga), take up no extra desk space. External devices have their own cases with power supply and connect via the SCSI port.

On most cards this is a 25-way female D connector, identical to the parallel port which can be unfortunate – plugging in SCSI devices to your parallel port or printers to your SCSI card can result in a quick electronic death for the equipment involved. Some more expensive SCSI controllers have miniature 50-way connectors, although cables for these are often very expensive.

The internal and external devices all live on the same chain, so both ends of the chain need terminating. Because almost all SCSI devices have switchable or removable terminators this is very simple, just work out which devices are the last internal and external devices, make sure each has a unique SCSI ID number, and the end ones are terminated.

This may all seem very complicated, and because most people only have one hard drive (if any) why bother? The reason is flexibility. You may have to pay more for a SCSI-based hard disk system but you then won't have to waste money on a CD-ROM controller – SCSI handles CD-ROM fine.

SCSI is constantly evolving and there are newer variations on the standard that improve on the old format. The current SCSI standards are:

SCSI-2: standard SCSI-2 uses the same hardware as the original SCSI but offers more efficient data transfer between devices to give a faster performance, plus it has extended support for devices such as CD-ROMS. Most SCSI controllers on sale for the Amiga now are SCSI-2 and some older SCSI controllers (GVP ones, for example) can be upgraded with a simple ROM swap. SCSI-2 now offers speed advantages over older non-SCSI-2 drives. The maximum data transfer speed for SCSI-2 is around 5Mb per second, although unless you have a very fast hard drive and a very fast Amiga you are unlikely to see this. It may also be limited by the speed of transfer from the SCSI controller to the host machine's memory.

SCSI-2 Fast: is the next stage on from SCSI-2. Like SCSI and SCSI-2 it uses 8-bit parallel data transfer between devices but it does so at double the speed of SCSI-2, making the maximum possible transfer speed around 10Mb per second. Hard drives labelled SCSI-2 Fast work quite happily on SCSI-2 or even SCSI-1 systems, but obviously not to their full potential. SCSI-2 Fast controllers tend to be expensive and only available on Zorro III cards for the big-box Amigas.

SCSI-2 Wide Fast: unlike SCSI-2 Fast which does 8-bit transfer, SCSI-2 Wide Fast uses 16-bit transfers to again double the speed of transfer which means even bigger, faster and more expensive hard drives. There aren't any SCSI-2 Wide Fast controllers available for the Amiga yet.

For most uses standard SCSI or SCSI-2 are perfectly acceptable. If you need to work with digital video, or you just can't put up with anything other than the fastest possible hard drive then you need SCSI-2 Fast (but don't even think about doing digital video without at least a 68040 processor and heaps of RAM).

A SCSI interface makes many add-ons accessible to your Amiga. The most useful of these include:

TAPESTREAMERS



Tapestreamers are an unusual, but effective way of backing up large amounts of data.

Tapestreamers have tended to go out of fashion over the last couple of years with magneto optical drives and similar systems eating into the market. However, tapestreamers are still by far the cheapest way of backing up large volumes of data regularly (a 10 metre data cassette can hold up to 8Gb of compressed data). Old cartridge-based systems, such as DC600 or DC2000, have now been more or less completely replaced by DAT/DDS and 8mm (Exabyte) systems.

Why buy a tapestreamer? If you have 500Mb of valuable data on hard drive it soon becomes obvious that it is impossible to back up on to floppy disk. Modern hard drives are more reliable than before, but accidents do happen.

Two weeks ago my entire hard drive crashed, but I had a back-up and was up and running again within a few hours. But you may not be able to keep data on your hard drive – if you render long animations

Continued overleaf ➡

CD-ROMS

CD-ROM has been the computer success story of the 1990s. A single silver CD can contain up to 650Mb of data. At last huge graphical adventure games are possible, encyclopedias can be put on to computer (the world's biggest-selling encyclopedia of any kind is now the Microsoft *Encarta* CD-ROM available for PC and Mac) and 600Mb of Public Domain software can be yours for little more than the price of a music CD.

And now any SCSI CD-ROM drive can be used with the Amiga, which means you have the whole range of PC and Macintosh drives to choose from which is a particularly pleasing prospect because some can be picked up for as little as £100.

However, there are two problems with CD-ROM. Firstly it's slower than hard drive, although most modern drives are at least double-speed (spinning twice as fast as the original CD-ROM drives), and new quad-speed drives are now becoming affordable – and secondly you can only read from it. Although software publishers like this idea (you can't easily pirate a CD-ROM disc) many people are waiting for a read/write system to become affordable.

Unfortunately affordable CD-ROM read/write systems are not around the corner, you will still need to spend well over £2,000 on a system capable of both reading and writing to CDs (using the gold CD-recordable discs) and even then the discs are around £10 each and once they are full you can't erase old data and re-use them.

Recordable CD-ROM is just starting to make an impact in the back-up market – it is nearly as economical as DAT to run and it is far more flexible and useful. When you have your back-up on CD-ROM finding and accessing one file from it is simple, but the initial set-up costs are still extremely expensive.



The MBR7 CD-ROM drive from Almathera can stack up to seven CDs at once. And because it is a SCSI device you can now use it with your A1200 thanks to the new Squirrel interface.

⬅ to hard drive, dumping them to tapestreamer tape when finished is the cheapest way to store them and clear your hard drive for the next job.

DAT/DDS systems are the most popular at the moment. They store up to 2Gb uncompressed on to a single-sided cassette, the same type of tape used in the DAT (Digital Audio Tape) systems that failed to take off in the hi-fi market but now live in every music studio in the country. More advanced models can store between 4Gb and 6Gb on the same tape using hardware compression and decompression techniques.

DAT and its big brother 8mm Exabyte (which is based on the 8mm video cassette format) both work in the same way, which is identical to the home VCR using a single-sided tape with a helical scanning head. Like a VCR a tapestreamer needs to be looked after with regular cleaning.

Although most of the time you use a DAT drive with back-up software such as (*Quarterback 6.0* and *AmiBack 2.0* it is possible using the *Tapeworm* software from Moonlighter Software (call Ramiga 01690 770304) to access a DAT tape like a large, slow, hard drive. Although for general use this is not ideal taking up to one or two minutes to find a file, for certain tasks (like storing rendered frames directly to back-up tape) this combination can work well.

SYQUESTS

The SyQuest drive is a very simple idea – take all the electronics from a hard drive and put it in a box. Now put the actual hard disks in a small plastic cartridge that can be removed. Then, once this cartridge is full you remove it, buy a new one and swap them round at will.

SyQuest drives used to have a bad reputation for reliability (it was very simple to destroy the cartridge by knocking it when in use), but these problems have long since been sorted and SyQuest is now a very reliable and well-trusted system. Modern versions store up to 270Mb on a cartridge (the original only stored 44Mb), but it is still an expensive way to buy data (if you only buy a few cartridges a large hard drive may be better value).

SCSI VERSUS IDE

Although the A3000 contained a good SCSI interface, Commodore decided to launch the A1200 and A4000 without SCSI but with the IDE hard disk interface instead. While IDE for the A1200 was a popular move (IDE hard drives are cheaper than SCSI devices) it was universally hated in the A4000.

IDE (or Integrated Drive Electronics) is a much simpler system than SCSI and was originally only for hard drives, although some tapestreamers and CD-ROM drives are now available on the PC with IDE interfaces. If all you need is a hard drive then IDE is fast and reliable, but if you want flexibility then insist on SCSI.



SyQuest drives were once easily damaged, but now they offer a reliable and highly portable form of data storage.

MAGNETO OPTICAL DRIVES

The magneto optical drive is a cartridge-based system somewhat like the SyQuest in operation, but unlike the SyQuest it uses a laser to read and write to the cartridge.



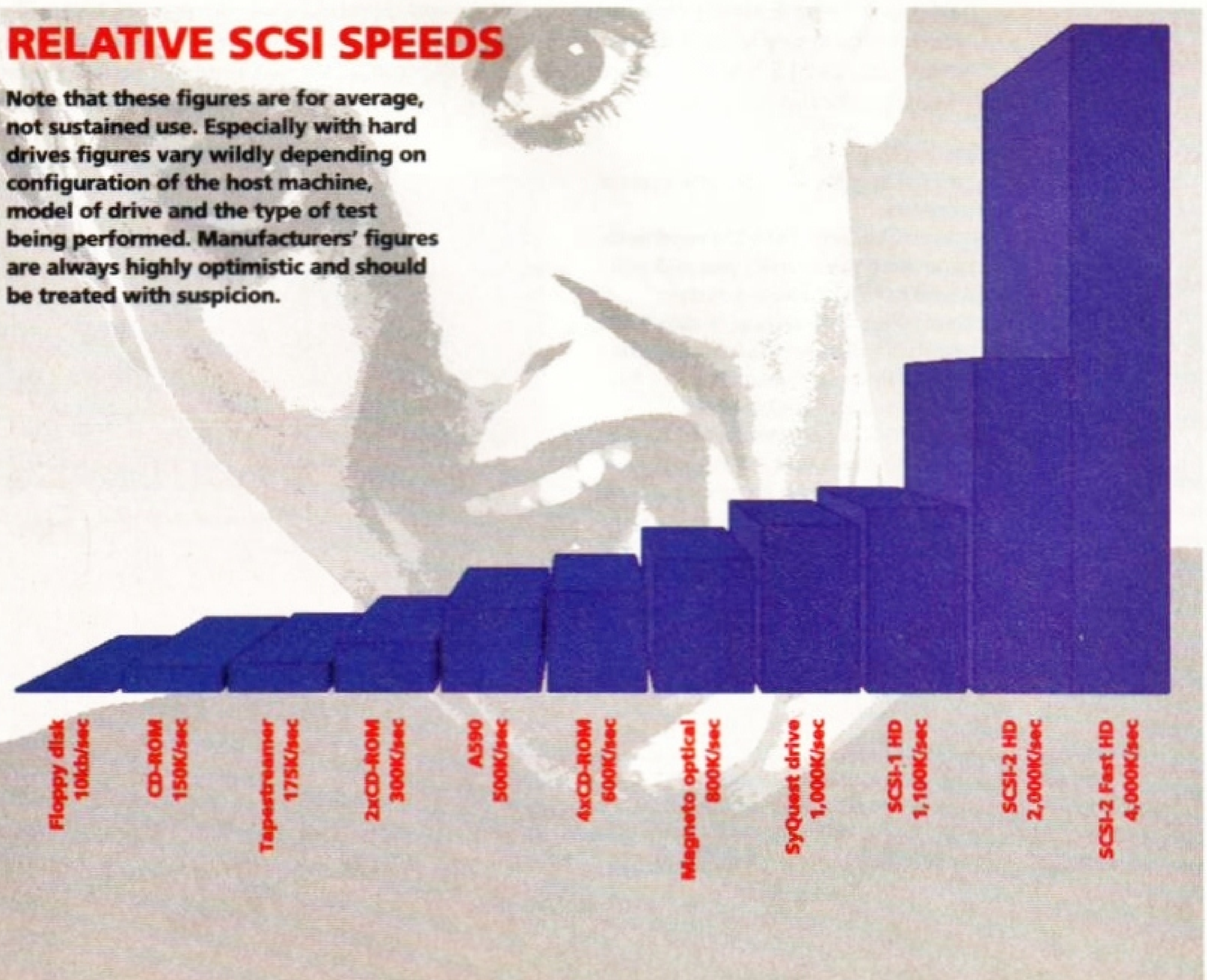
Magneto optical drives are similar to SyQuests. The Mo-Miga drive scored 87% in *AF67*.

Unlike write-once CD-ROM, magneto optical data can be erased and written over, just like a normal hard drive.

Available for several years the magneto optical drive has failed to come down to a sensible price, with the full-size 600Mb and 1Gb units still costing well over £1,000. It's smaller brother, the 128Mb (and now 256Mb) 3.5-inch cartridge has proved more popular and offers very good value for money. It's slower than a hard drive (and SyQuest) but the data is kept more reliably (there are no moving heads that could crash your disk).

RELATIVE SCSI SPEEDS

Note that these figures are for average, not sustained use. Especially with hard drives figures vary wildly depending on configuration of the host machine, model of drive and the type of test being performed. Manufacturers' figures are always highly optimistic and should be treated with suspicion.



HARD DRIVES

You can't use an Amiga for anything serious without a hard disk, and if you're really serious about your Amiga you'll know about the first law of hard disk space. Your programs and data always expand to fill the space available. That's why your drive is always 98% full. That's why my 600Mb drive is always 98% full.

Try to work out how much space you need. Then double it. Double it again. Take that number and if it's less than 200Mb then keep on doubling it until it isn't. Not that you'll find many 200Mb drives available nowadays. As more and more people buy 500Mb and larger drives to start with, it's becoming uneconomic for hard disk manufacturers to sell small capacity SCSI drives.

Last year 120Mb SCSI drives were becoming scarce forcing the minimum available size up to around 240Mb. Now the entry level SCSI drives are around the 300Mb mark. You'll still find smaller drives available of course, but these tend to be end-of-line discontinued stock.

If you really don't need 300Mb of storage then low capacity (ie under 200Mb) IDE drives are still available and interfaces are available for most Amigas that don't come with IDE as standard.

OTHER USES

There are many other devices that can be connected by SCSI. Scanners often come with SCSI interfaces (the Epson GT-6500 has an optional SCSI interface), but so far no Amiga software supports scanners via SCSI. Some printers used to be available with SCSI interfaces, but this seems to have gone out of fashion. There are plenty of bizarre scientific and medical devices that communicate over SCSI. When it comes to flexibility SCSI is hard to beat.

Squirrel SCSI



The Squirrel is the SCSI gateway to a whole new world of A1200 and A600 add-ons.

The Squirrel SCSI unit is a unique way of adding a whole host of SCSI devices to your A1200 or A600. Instead of using the more conventional expansion route – the trapdoor slot – this interface uses the all-but-redundant PCMCIA slot.

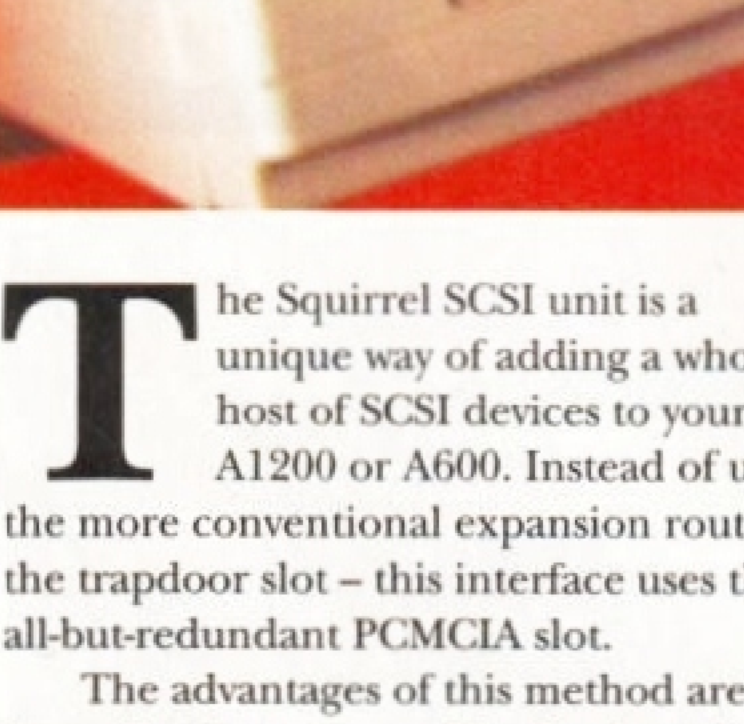
The advantages of this method are immediately apparent. The Squirrel does not occupy the valuable trapdoor slot, so you can still add RAM expansions, accelerators or combo cards to your Amiga at a later date.

The interface itself is pretty small, being a mere 10cm long and about two high. A standard 50-way SCSI cable is attached to the rear to enable you to connect any SCSI device you fancy, from a CD-ROM drive to a tapestreamer.

As you may have gleaned over the preceding three pages, SCSI mechanisms are far more diverse and give better performance than their IDE counterparts. Because they are a standard, and because the Squirrel conforms completely to that standard, it opens up a whole new realm of data storage and retrieval possibilities for your Amiga.

You will be able to interface to every SCSI mechanism, provided you have the necessary driver software. In many cases this is already supported by the Amiga, so

Continued overleaf ➡



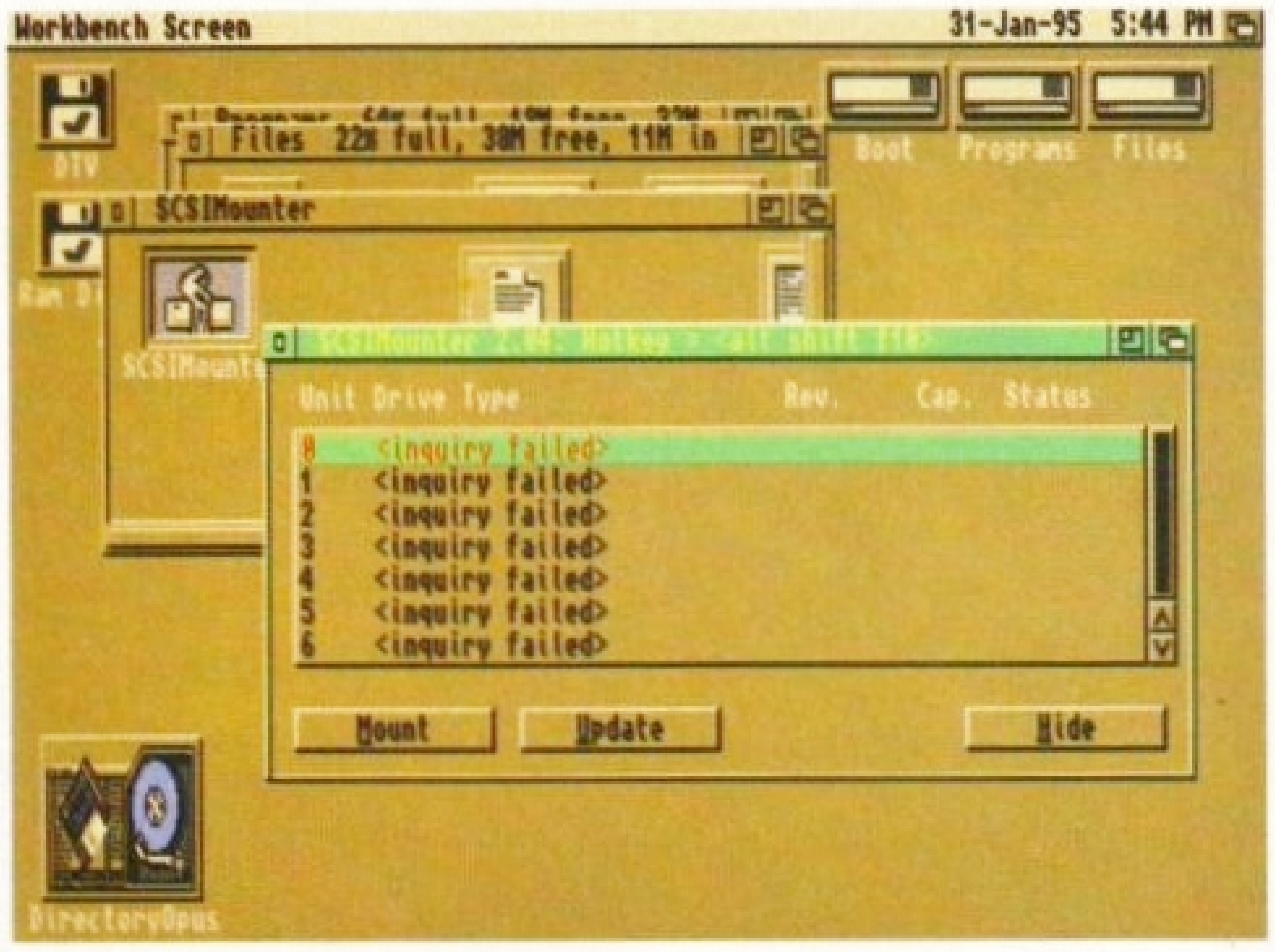
Software for mounting CD devices is included with the Squirrel unit, as well as some useful Aminet utilities.

TRAPDOOR PROBLEMS

One potential problem that we should bring to your attention if you're thinking of getting the Squirrel is that the PCMCIA interface does interfere with some memory expansions in the trapdoor slot.

This is not the fault of the Squirrel, or of any other PCMCIA device. The Amiga hardware allocates a particular address range to the PCMCIA slot, which cannot be changed. Standard autoconfig memory cards used in the trapdoor slot also try to access this memory if they exceed 4Mb in size.

There are some newer memory expansions and accelerators for the A1200 which do not use the autoconfig system, but allocate their own memory addresses. In these cases they can contain more than 4Mb of RAM.



The SCSI mounter utility automatically mounts any SCSI devices you have attached. A customised copy of *HDToolbox* is also included with the Squirrel, for setting up and preparing devices for use.

⬅ if you add a SCSI hard drive, or a SyQuest mechanism, you can just plug in and go. This means you can take advantage of a whole host of external SCSI mechanisms, the ones normally sold for use with PCs or Macs.

The Squirrel comes with CD driver software, so you can use any SCSI CD mechanism, not just those sold through HiSoft. The software also includes the now obligatory CD^{32} emulation system, so you will be able to run the majority of CD^{32} titles – both games and serious discs. The SCSI interface even supports the extended protocol for insert and eject requests – so you can even open and close the CD mechanism door through software. Magic.

Now we get down to the business of transfer rates. Well, obviously because the PCMCIA slot is a slow interface, you aren't going to get lightning fast speeds on most of the hard drive mechanisms. If the Amiga you are using has to use Chip memory for data caches (if you have no RAM expansion at all) and has a medium RAM buffer, the maximum transfer rate you are likely to achieve with a hard disk is around 1Mb/second.

Speed isn't a problem with CD-ROMs though, because even the best don't manage a transfer rate breaking into 1Mb/second. Thus, you should be safe for all current CDs, and plenty of those planned for future release which may demand quad-speed drives. The CD^{32} already has a double-speed drive which is required for a few of it's titles.

The Squirrel is fully SCSI-2 compliant, which means that you can connect any nice new SCSI-2 drive with it. There probably won't be any noticeable speed increase, because although SCSI-2 mechanisms can achieve transfer rates of over 5Mb/second, the PCMCIA interface is a bottleneck. However, the interface does support the protocol standard, and all the advanced features of SCSI-2. It also has a full implementation of original SCSI which supports media eject calls.

The construction of the unit is sound, and it even comes with those little rubber stick-on feet to stop it from sliding around. The trailing cable from the back of the unit is not overly long which is a good thing because there's nothing I hate more than a long and unwieldy cable. If you desperately need a longer cable, you can always get an extender.

Perhaps the most amazing thing about the Squirrel is its price – £70 for an interface which makes every single SCSI device available for your A1200 or A600.

The implementation is superb, though you may like to ponder on the concept that the speed of transfer is only limited by the very nature of the Amiga PCMCIA port. But then, consider what else you would use the PCMCIA slot for (virtually nothing), and SCSI through the trapdoor is limited and available on only a very small number of expensive cards.

OTHER SQUIRREL SCSI DEVICES

Double-speed CD-ROM	£179 (external)	£119 (internal)
SyQuest 88/44Mb	£349 (external)	£289 (internal)
SyQuest 270Mb	£499 (external)	£439 (internal)
270Mb hard drive	£229 (external)	£179 (internal)
540Mb hard drive	£319 (external)	£259 (internal)

SQUIRREL SCSI

DISTRIBUTOR
HiSoft 01525 718181

PRICE
£69.95

SYSTEM REQUIREMENTS
A1200 or A600

SPEED ●●●●
The speed limitations are caused by the Amiga hardware, not the Squirrel.

MANUAL ●●●●●
An extensive tome which gives useful information about SCSI systems.

ACCESSIBILITY ●●●●●
Installation is very straightforward, and using it couldn't be easier.

FEATURES ●●●●
Does all you could realistically expect from a SCSI interface.

VALUE ●●●●●
There is no cheaper way of adding SCSI versatility to your machine.

"The sensible SCSI solution for the A1200/A600 at a great price."

93%

SQUIRREL CD-ROM

The Squirrel CD-ROM drive is the first of a range of great-value SCSI devices being released for the Squirrel. Although the drive we tested was a triple-speed type (the SuperTriple), they are also available in the more standard double-speed. You don't really want a single-speed one – although they are cheap (regularly advertised in Mac mags at about £100), they are not really fast enough for any animation viewing from disk, and they aren't suitable for CD^{32} emulation either. This unit is fast, with transfer speeds up to 450K/second – enough to play MPEG files, and also good enough for transferring to hard disk or loading in data for raytracing.

The bundled software is reasonably easy to set up. There are a few files that have to go in different places, but isn't that always the way? For CD^{32} compatibility, the software attempts to find a boot sequence on the CD, and use it if there is one. This is much simpler than all that Zappo shenanigans, and surprisingly effective too because the Squirrel seems to handle as many, if not more games.



The Squirrel CD-ROM seems to be compatible with most CD^{32} games. Here's a gory moment from *Death Mask*.

It is a full SCSI mechanism, so if you already have a SCSI interface, it is possible to use the Squirrel CD-ROM range and because it is a SCSI drive, you can use it on any other SCSI-compatible computer.

At this price, these and the other mechanisms in the Squirrel line, bring the price of Amiga SCSI devices down to Mac and PC levels.

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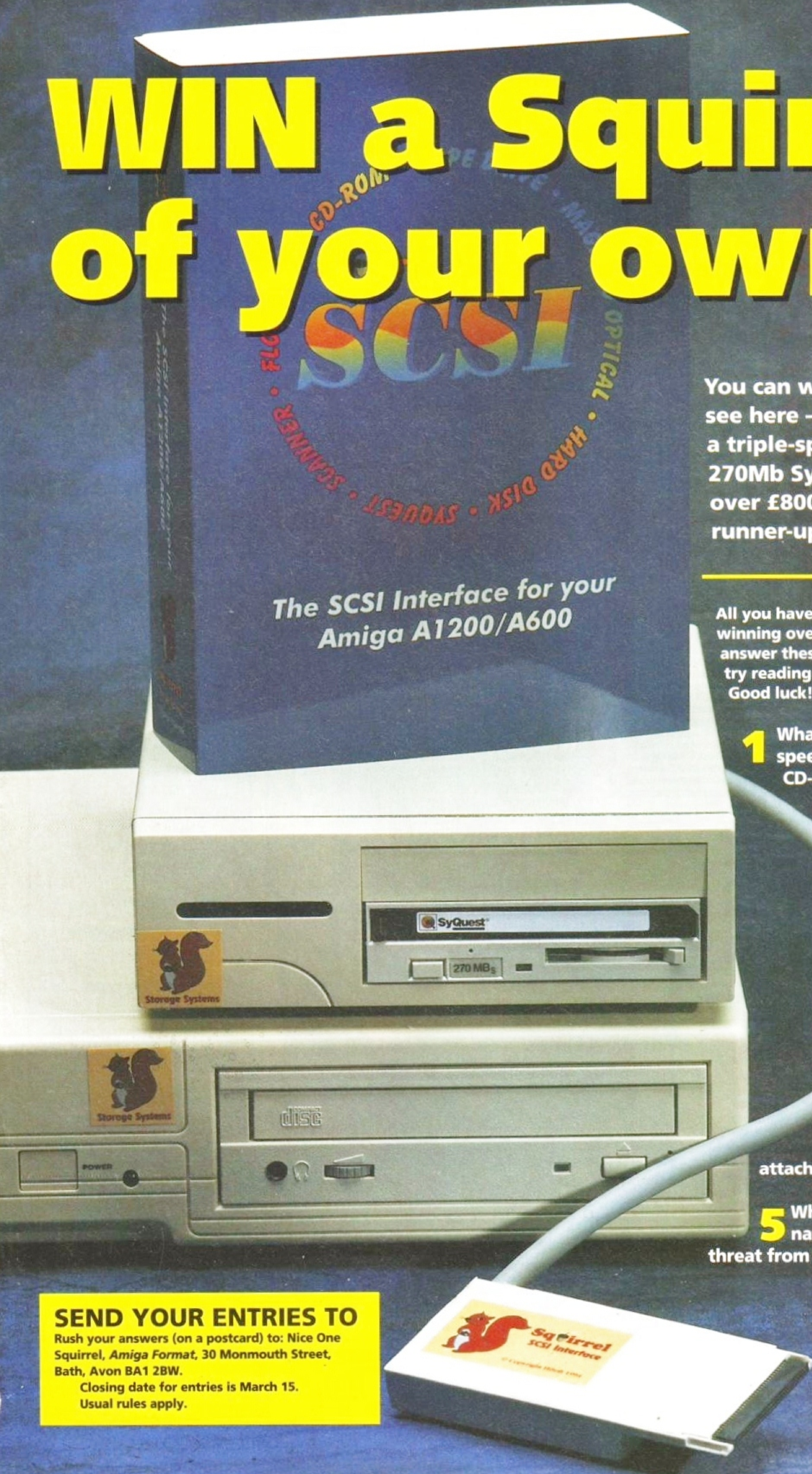
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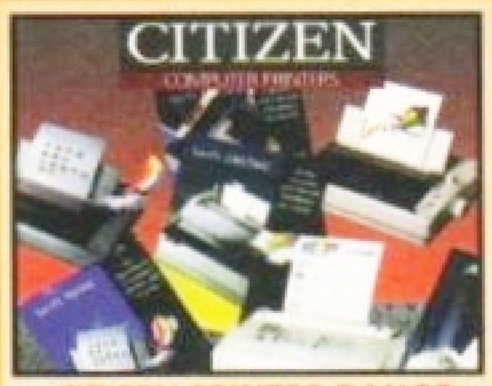
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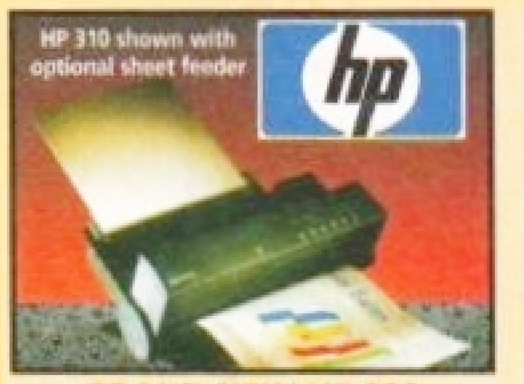
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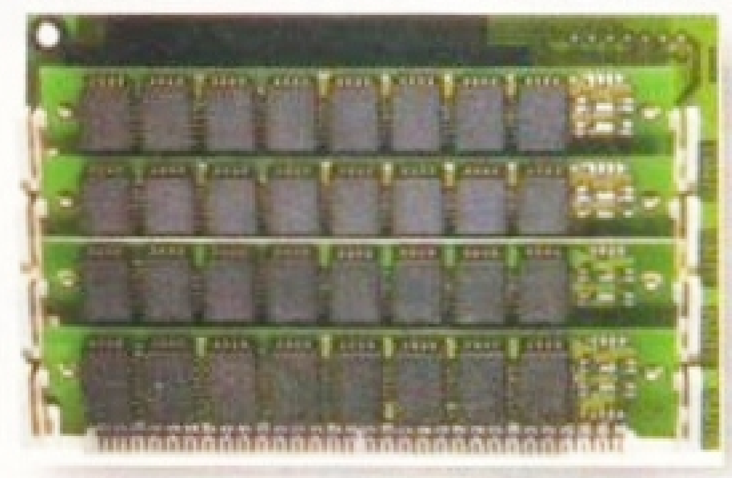
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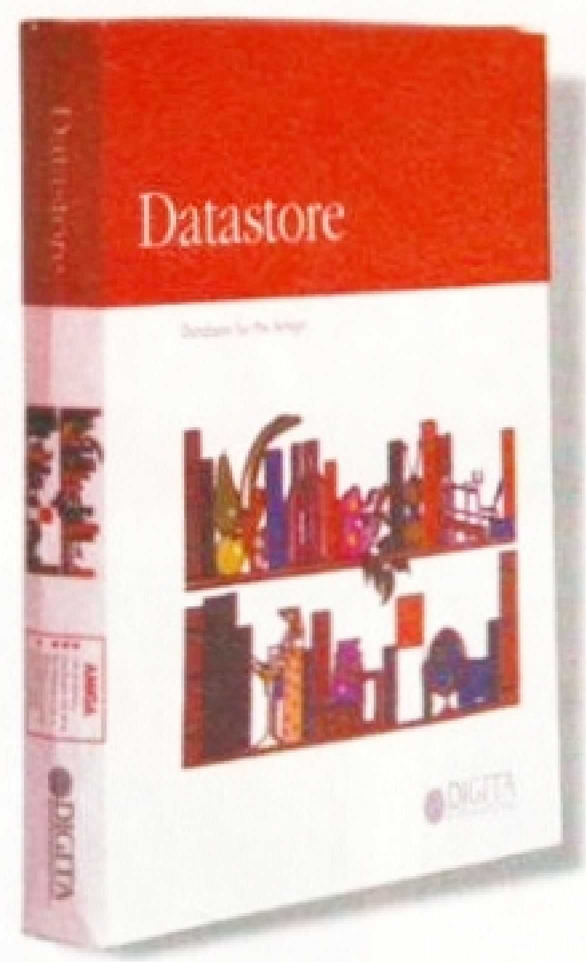


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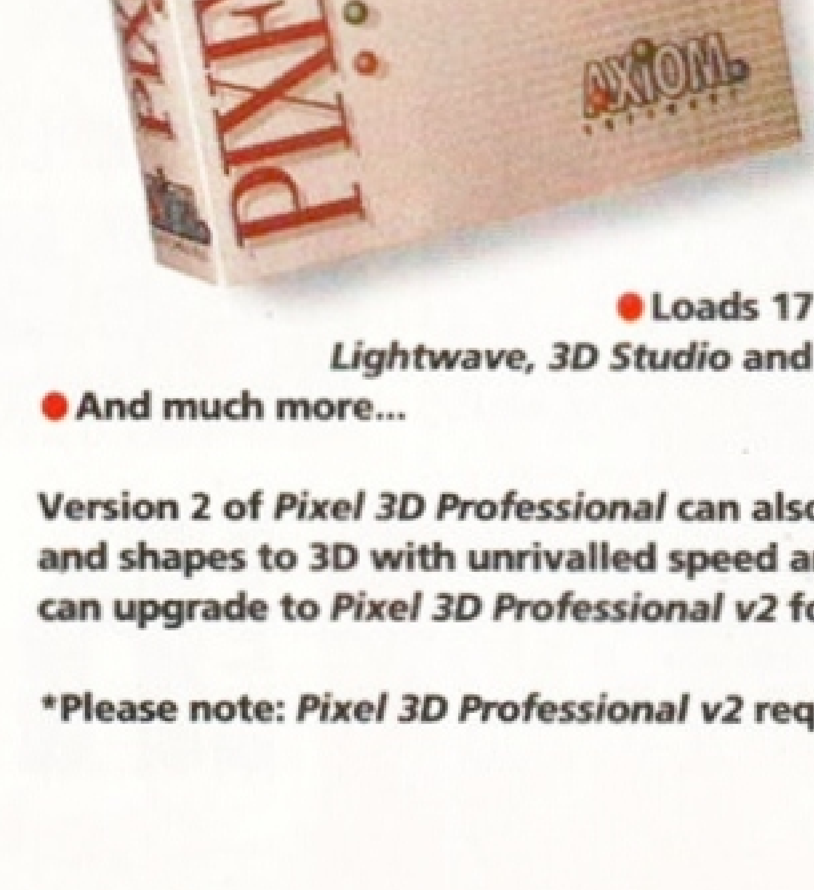


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*Please note: *Pixel 3D Professional v2* requires Workbench 2 and 2Mb RAM.

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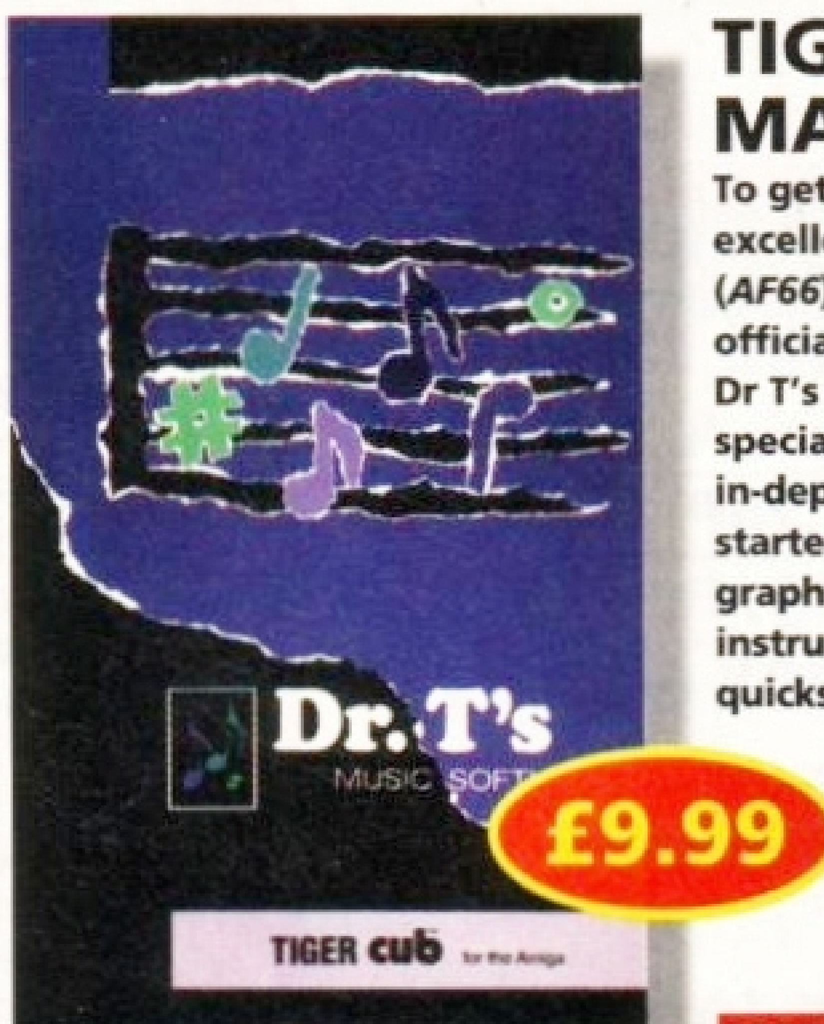
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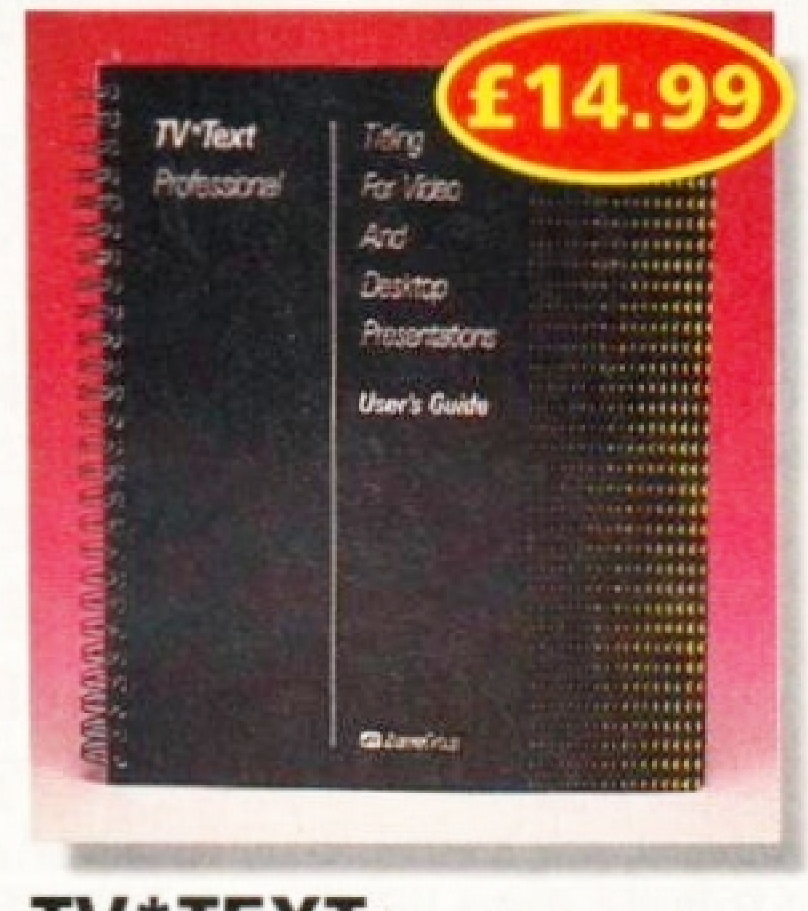
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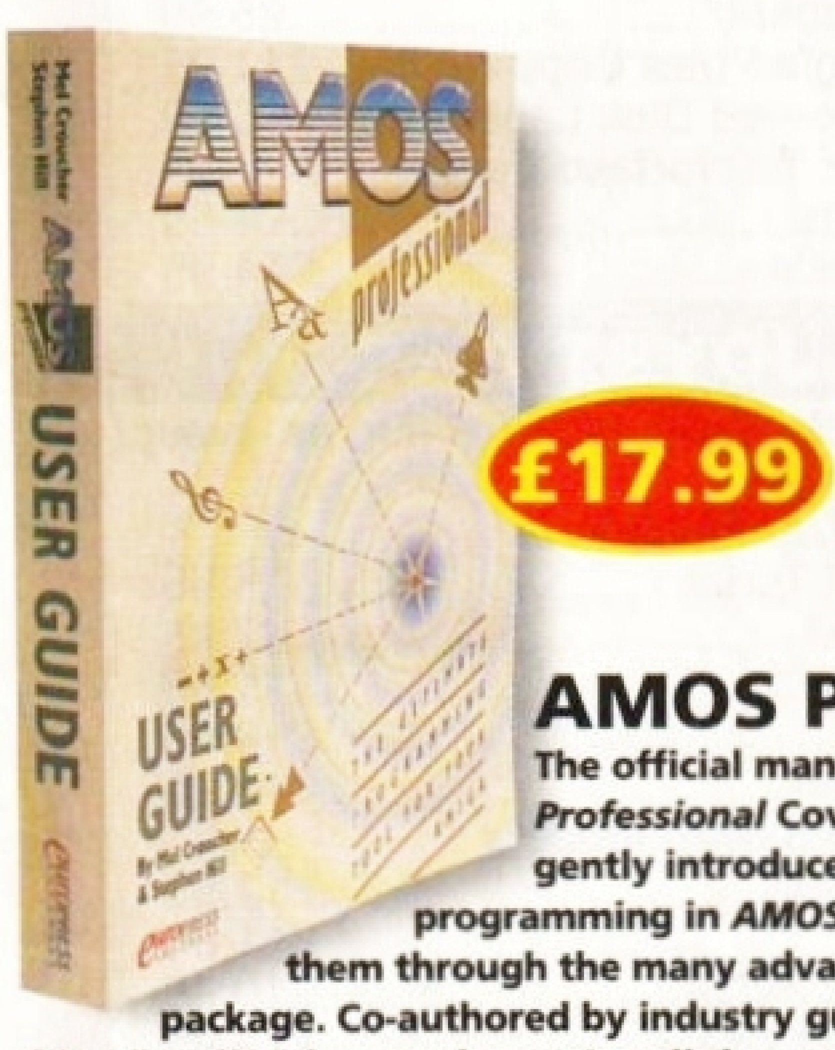
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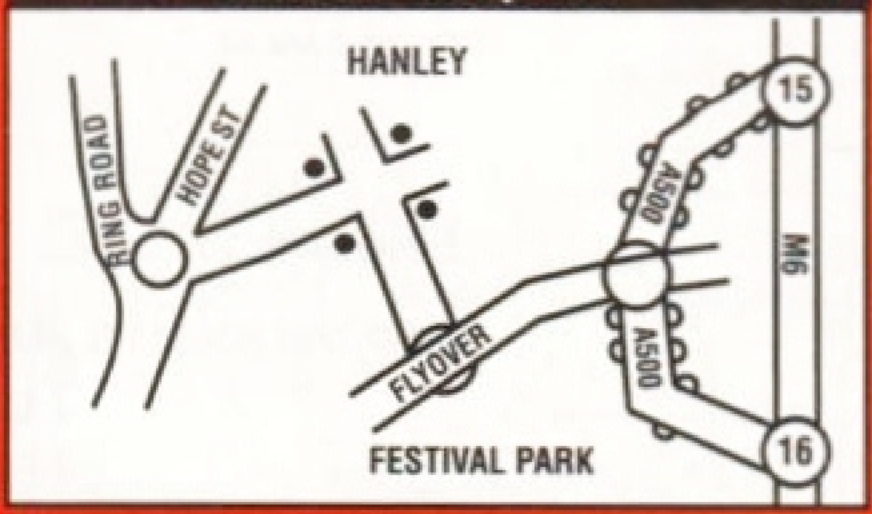
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SCREEN PLAY



BLOODNET: Discover a cyberspace world of intrigue, adventure and vampires. p48

Shoot to thrill



AMIGA FORMAT

THE WAY AHEAD



The *AF* office has been reverberating to the sound of machine gun fire this month. *Death Mask*, in two-player, head-to-head mode is the reason. It isn't the best game ever, nor is it *Doom* or *Wolfenstein* for the Amiga, but importantly, it points the way forward. It shows the Amiga is perfectly capable of handling pacey, 3D graphics and with a bit more imagination and care in the level design department, *Death Mask* could spawn a corking sequel. Get to it, Apache programmers, for we want more.

We were both surprised and delighted a few months ago when *Guardian CD*[32] dropped on the mat. And we're even more pleased that the A1200 version has arrived, because it gives more folk the opportunity to find out for themselves what a corking shoot-em-up it is.

Pleasingly, the games section of the magazine is bulging and the only problem with the amount of games hitting the shelves at the moment is that it limits our space for previews, though you can rest assured – every forthcoming Amiga release for the next few months will be listed in our April issue. Also, next month, Steve McGill picks the best of your *MKII* moves, of which there have been a superfluity.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The crème de la crème of games. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly-prized rating there is.

80-89%
These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79%
Good games which are worth buying, especially if you have a special interest in a certain game type.

60-69%
Average releases with limited gameplay and appeal. Games in this category tend to have significant flaws.

50-59%
Below average games like this are unlikely to impress your mates or your wallet. Try to avoid if you can.

40-49%
Overwhelmingly poor quality games with major flaws and appalling gameplay. They're an embarrassment.

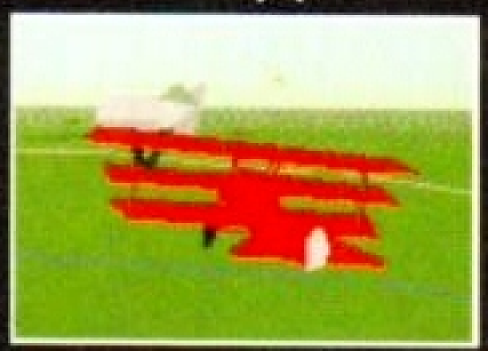
Less than 40%
The absolute pits, the lowest of the low. Don't even consider borrowing 'em.

THE LATEST GAMES REVIEWED 'N' RATED!

In a packed games section, we've got the latest in flight sims, adventures, football management sims, shoot-em-ups, and, as if to celebrate England winning their first Test in Australia since 1986, there's even a new cricket game. Read on and enjoy!



GUARDIAN: Is this really *Defender* for the '90s?



DAWN PATROL: Wander lonely in the clouds?

REVIEWS



It takes two to tango, but if you don't like soft drinks, here's *Death Mask*, the best two-player outing for ages. Steve Bradley gets on with the shooting business.

Death Mask



Although you can't move when the map has been accessed, the blood still splatters the screen when you take a hit.



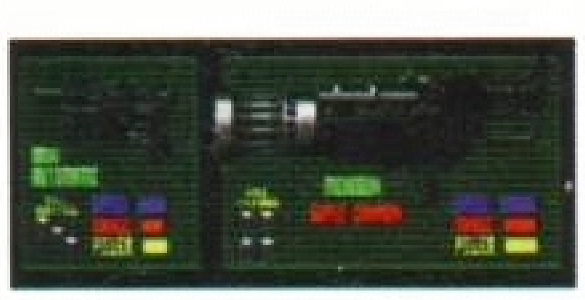
The red and blue lines in the centre of the screen represent your remaining life. Our man on the right can only afford to take a couple more shots before he ends up like the chap in front.



One player is faced by a comforting, harmless brick wall while the other has the might of a force field to take on board.



Desperation. Our friend, the player on the left has used up all his ammo and has but a knife which he wiggles, somewhat pathetically up and down while his foe blasts him with a shotgun.



Quite simply, the dream weapon. Pick up a Medegun and the world is your oyster. Destroy. DESTROY.

In this time of indecision, this period of inactivity in the house of Commodore, let us be positive. We have Amigas. We like our Amigas, and we want to use our Amigas. And in the context of games, it's vitally important that software support is forthcoming.

Recent reports indicate that the Amiga's share of the computer games market over the Christmas period was an impressive 56 per cent. Yes, 56 per cent, leaving the PC and Mac trailing. People are still buying Amiga games in droves. Predictably, many have suggested that last Christmas was indeed the last Christmas for the Amiga, but if programmers can write some decent, original games (and Commodore can get some boxes on shelves) then there is no reason why next Christmas should not be white.

Doom-laden

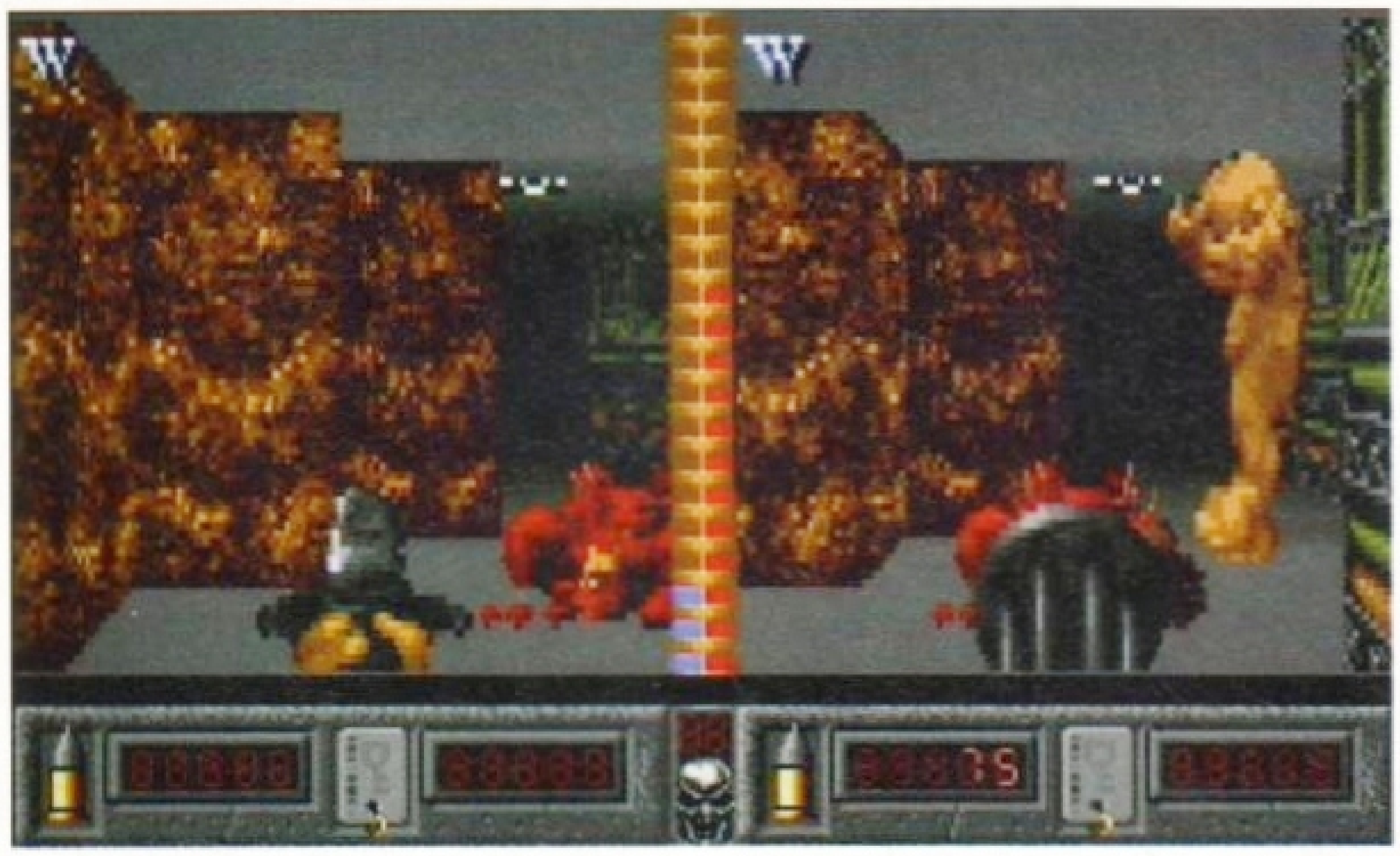
Look, this game is *Death Mask*, and it really is a step in the right direction. It's available on CD^{32}; there's also a 1Mb version (fewer levels and slightly inferior control when using CD^{32} pad) and not, as you might expect, an AGA-only version. Goodo.

A first-person perspective shoot-em-up, you wander along corridors, search rooms, collect power-ups, annihilate the baddies, destroy the nuclear reactors and head for the exit to the next level. And by God, it's fun. Bloody good fun.

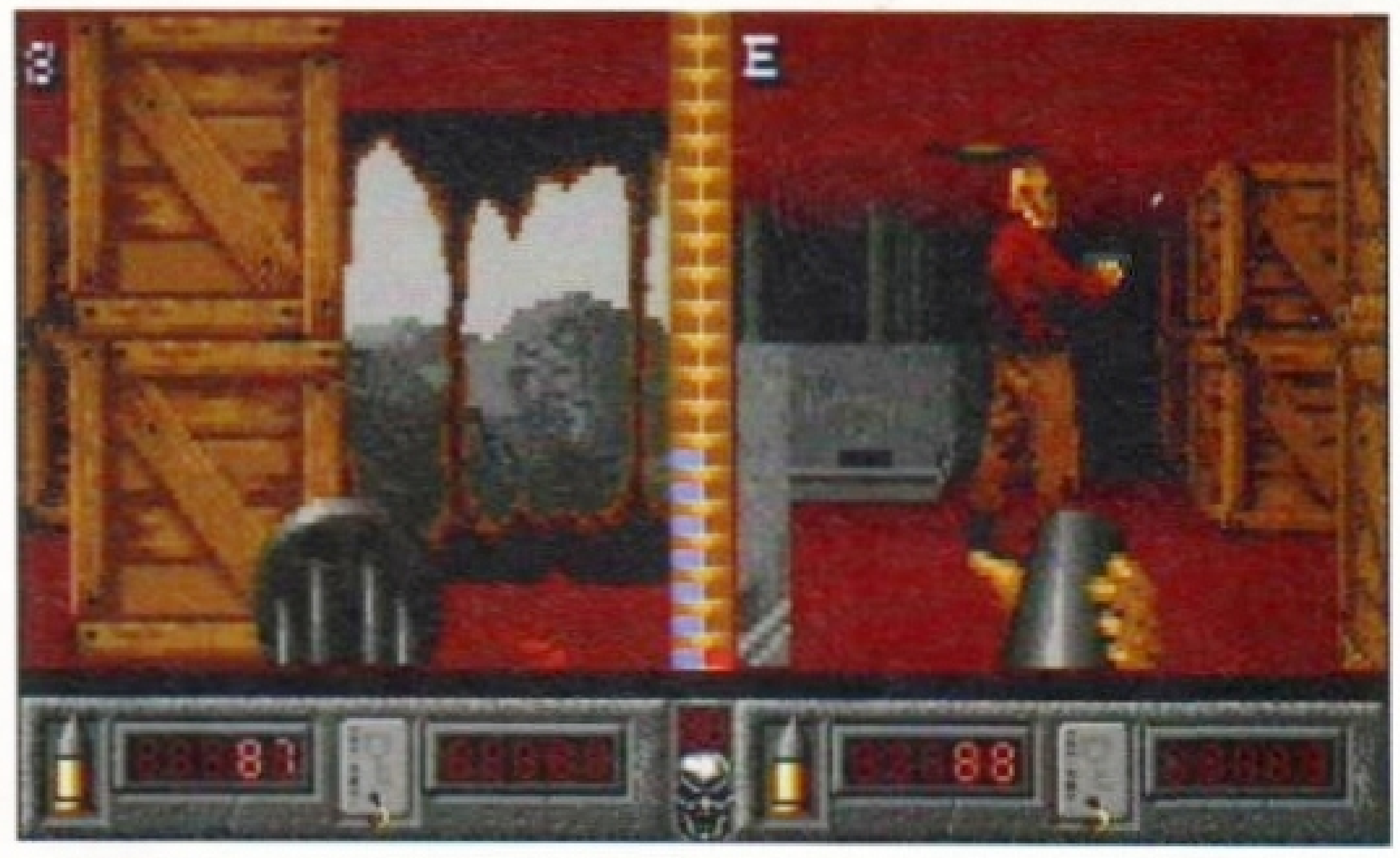
Yet mongers of doom abound. "This isn't *Doom*," they cry. "Nor is it *Wolfenstein*," others quip with glee. And they're right. It isn't. Graphically, it falls short of the mark, though it doesn't look bad – sacrificing looks for speed is often, and in this case, a worthy move. The enemy move in blocks rather than gradually advancing, which reminded one commentator of Terry Gillian's *Monty Python* animations. And whenever you're involved in bloody combat, it's always at 180 degrees, so you can't conceal yourself and get in sneaky shots, and if you haven't picked up some decent weapons you can get shot to pieces early doors.

More gripes. In two-player games, both protagonists are identical – both wear red tops and both look like they're sporting brown paper bags over their heads as if preparing for a Post Office raid. And some have found it far too easy to complete. Make no mistake, this game could be better, but at least programmers Apache have shown a way forward. Team 17 have *Alien Breed 3D* on board, Grandslam a *Wolfenstein* clone in the pipeline and there are others ready to hop on a similar bus.

To *Death Mask*. There are three ways to play: one-player against the fiends, two-player against the fiends (that's friendly toward each other, although you can shoot each other by



Despite the attentions of the gattlin-inspired Medegun, the Honey Monster – no sugar puff when it came to physical combat – stood his ground and prepared to embark on another gallant charge.

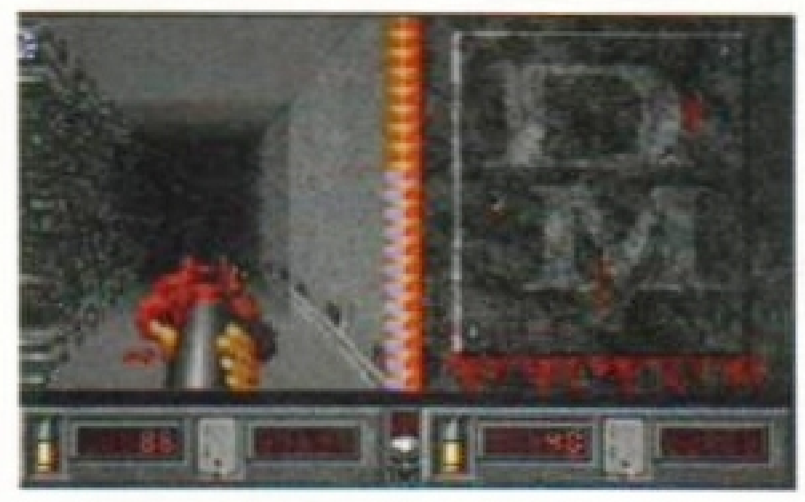


He has the dreaded Medegun. You have the Blaster. He has only one drop of energy left. You have him in your sights. Drop him.

■ Once you've got the big gun, your aim is to hunt down your opponent like a small animal.



Imagine, in the wonderful film *Star Wars*, if Chewbacca had changed sides. Turned coat, if you will. And imagine if he'd been given one of those outfits that the other blokes wore. Imagine.

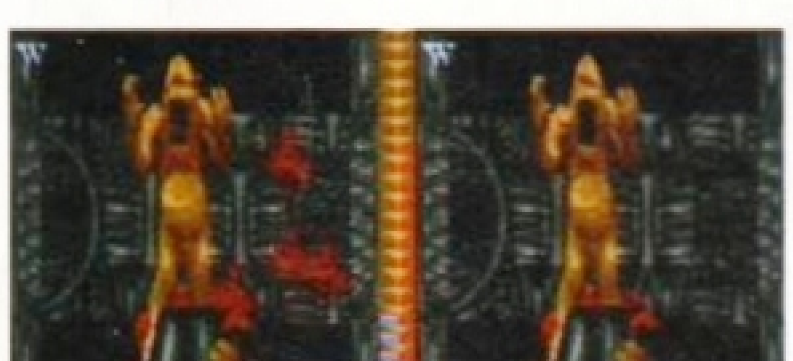


Shudder as you fill yet another chap full of lead. Go on, shudder. It's the decent thing.

'mistake') and a magnificent, two-player head-to-head where you aim to do it to them before they... you get the idea.

The head-to-head option has 10 different maps of varying complexity and it's in this mode that *Death Mask* excels. These battles can turn into a race to collect power-ups around a maze of corridors before inevitable carnage; or a one-on-one, out-and-out blast to the death and in some circumstances, a pedestrian game of cat and mouse - the most tremendously tense of affairs.

A map facility kindly offers advice as to your position (though you can't look at the map and move simultaneously), which is much needed when you have considerably superior firepower to your opponent, your sole aim, to hunt him down like a small animal. Trouble is, every time you access the map, they can spot where both of you are and react accordingly. All part of the fun.



Not, admittedly, a pretty sight but one which confronts every person who dares to wear the *Death Mask*. Rather dramatic, eh? Good.

Rattle and hum

But what you really need to play *Death Mask* is VOLUME. The sound is amazing, from the clunking footsteps, to the rattle of gunfire, to the atmospheric background hum broken by the occasional drum thump. Linked to speakers or a decent TV, lights dimmed, it's compulsive fare.

Death Mask is somewhat linear when battling the computer baddies. Wander and fire is the order, which doesn't afford the game a deal of longevity – often you have the choice to whack the fire button, blasting one after another repeatedly, or retreat to a quiet corner. And in the two-player game, one can open the map and do nowt, while the other can shoot around, using the map and do the job, preparing a safe route to the exit.

Alternative are the first commercial softie to release this type of game (Psygnosis' *Hired Guns* took a slightly different form) and no doubt many more will follow suit over the coming months. *Death Mask*, despite its various shortcomings is enormous fun, head-to-head mode in particular. Despite reservations, a hit.

Death Mask

Publisher:	Alternative Software 01977 797777
Price:	£29.99 (CD³²), £25.99 others
Versions:	CD³²/A500/A600/A1200
System requirements:	CD³², 1Mb, Works on Zappo CD drive
Release date:	Out now

VERDICT:
Head-to-head, this is the best two-player game to date in '95.

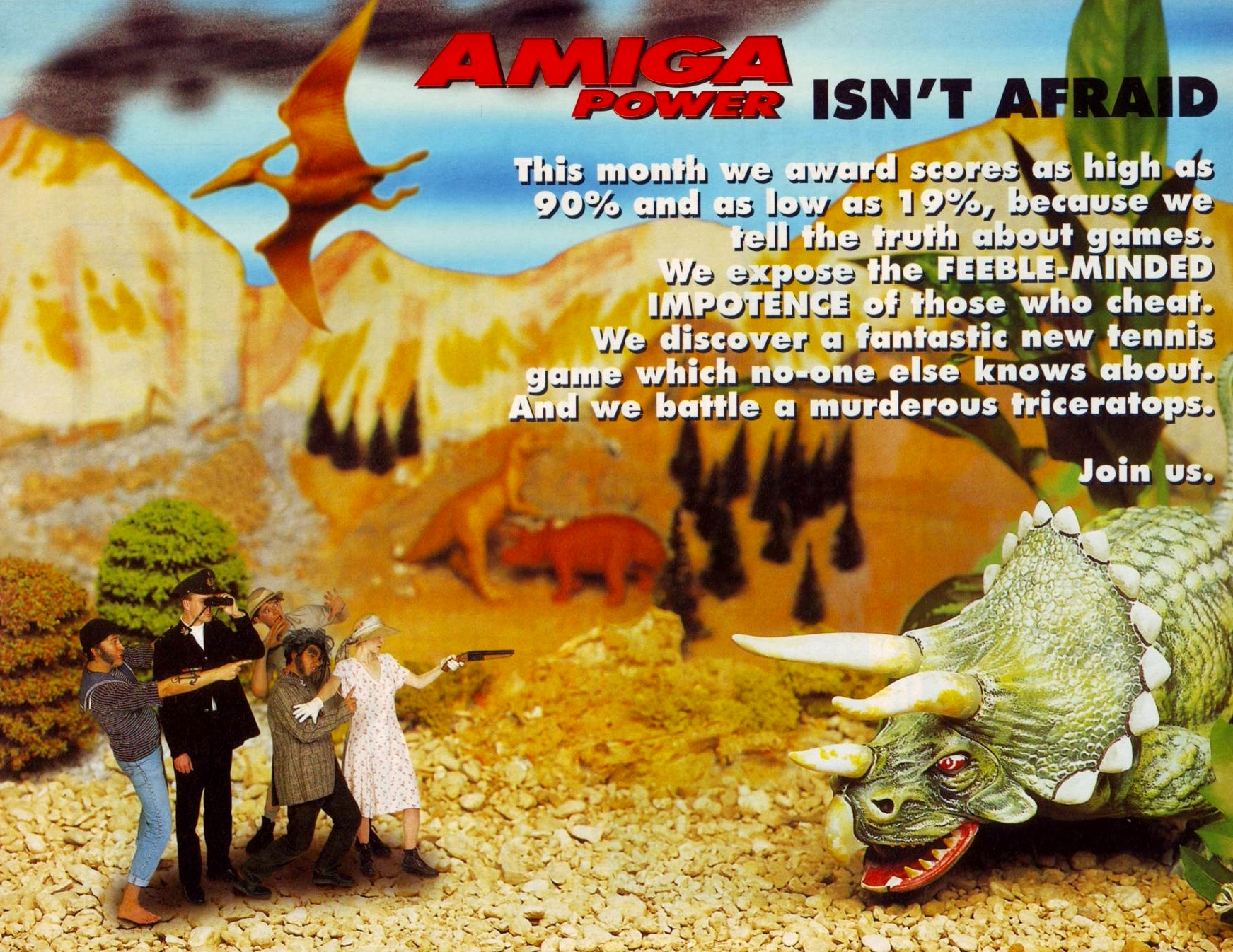
OVERALL SCORE
77%

GRAPHICS: 7 out of 10
Sacrificed for speed, but worthy anyway.

SOUND: 9 out of 10
Sensational. Magnificent. Immense. Sound.

ADDICTION: 8 out of 10
Longer lasting in the head-to-head mode.

PLAYABILITY: 7 out of 10
Smooth of movement, bloody of battle.



AMIGA POWER ISN'T AFRAID
This month we award scores as high as 90% and as low as 19%, because we tell the truth about games.
We expose the FEEBLE-MINDED IMPOTENCE of those who cheat.
We discover a fantastic new tennis game which no-one else knows about.
And we battle a murderous triceratops.
Join us.

Steve Bradley zooms boldly through a colourful 3D landscape collecting power-ups on the way. Then he goes back for more. And more.

Guardian A1200



New Zealand story. Ace programmers Acid have produced some of the most original Amiga games in the last couple of years.



A shattering experience, indeed. The thrill of the chase, the anticipation of the aim, the satisfaction of the kill. Yes, *Guardian* is most satisfactory.



No time to desert as you swoop gracefully toward foe with a glint in your eye. Eating a Mars Bar.



Hey you, up in the sky, learning to fly, tell me how high, do you think you'll go, before you start falling.

A few months ago we got very excited about a CD32 game, something which, admittedly, doesn't happen often, mainly because most CD games are ported from their floppy counterparts, thus ensuring we're already well versed in their gameplay. Not so *Guardian*. Kiwi programmers, Acid Software, responsible for the quirky racing game *Skidmarks*, took us somewhat by surprise when this plopped on the mat.

If *Super Stardust* is posh *Asteroids* then *Guardian* is deluxe *Defender*, only with more frills than the Queen Mother's curtains. The action is in 3D, first-person perspective and the idea is simple. You shoot things. Everything. Clear away the alien craft and move on to the next level – not quite as easy as it sounds.

Dead as a dodo

There are two arguments concerning *Guardian*. Some players think it a classic, a throwback to the days of 'real' arcade games where you plough through the levels again and again, while others reckon the structure suffers badly because *Guardian* contains no password facility – yes friends, when you is dead, you is DEAD.

Fortunately, each game differs – you never play the same level in the same way and because there is no time limit, it's a case of destroying the enemy before they smash your installations. Although best played with a joypad, this version has an option to use the mouse in conjunction with the keyboard, which, as you can imagine, takes some getting used to. Advice desk: use a joypad.

But whatever your weapon, *Guardian* is a thrilling game. Shooting through a 3D landscape, swerving to avoid the buildings, picking off the enemy, the scanner tells you that someone is right behind you. Palms moistening at pace, you deftly tap the pad to flip the ship 180 degrees and suddenly you're face to face with foe. Blow him out of the skies, alien ship in smithereens and off you go.

Mastering control of the ship is by no means easy, which only adds to the problems of collecting the (essential) power-ups as they appear all too briefly, before shattering on the ground.

Guardian is as tough a shoot-em-up as they come – even the early levels can be soul-destroying – enemy craft appear from all directions, but then, I guess, many of you could trash us lot on the high score table.

Despite the attractive graphics, objects don't slink into view as you glide along – they just appear and depart suddenly, which is disappointing. But *Guardian* shouts loudly on playability and the rest matters not a jot. Few shoot-em-ups will match it in '95.

Guardian A1200

Publisher:	Guildhall Leisure Services 01302 890000
Price:	£29.99
Versions:	A1200/A4000
System requirements:	AGA machines
Release date:	Out now

VERDICT:
One of the Amiga's finest shoot-em-ups, *Guardian* will keep you hooked.

OVERALL SCORE
89%

GRAPHICS: 8 out of 10
Smashing 3D, but could be even better.

SOUND: 8 out of 10
No music and great spot effects.

ADDICTION: 9 out of 10
Oh yes.

PLAYABILITY: 9 out of 10
Full on. Get this game soon.

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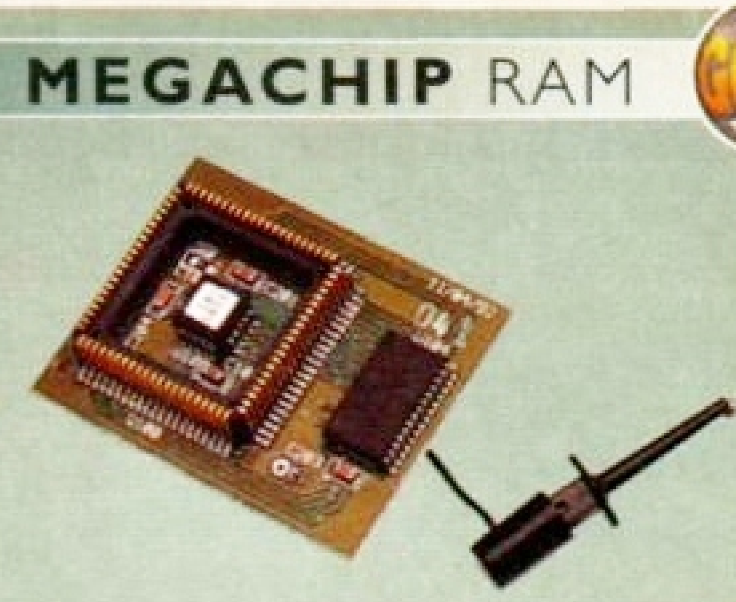
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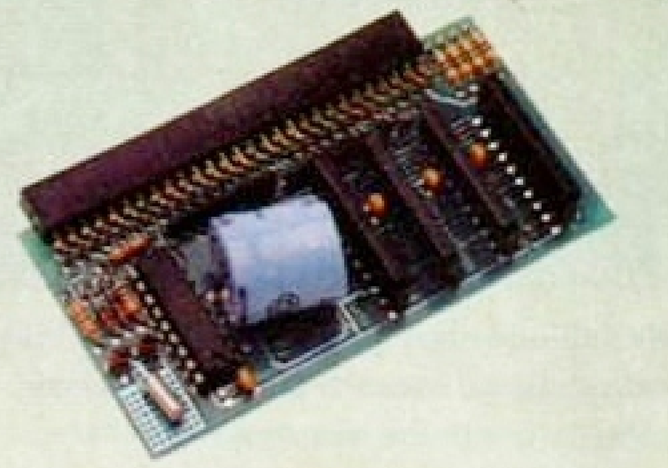
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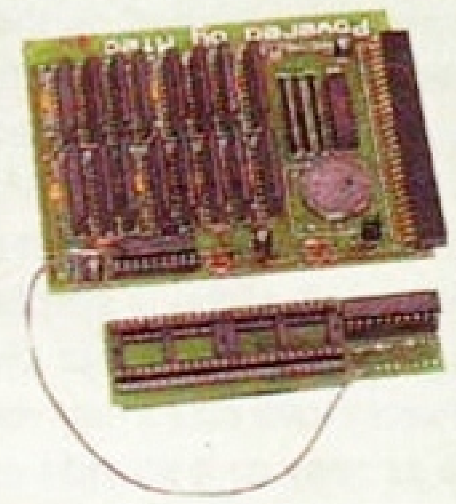
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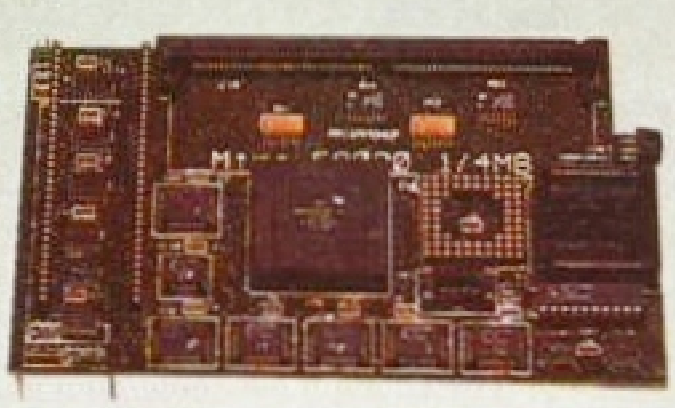


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Armed only with his trusty mouse and a keen sense of adventure, Steve McGill points and clicks his way through Core Design's latest role-playing escapade.



Dragonstone



In an attempt to spice up the rather mundane gameplay, orcs and hobgoblins are introduced to the plot. They only serve to make *Dragonstone* even more irritating.



Strolling around the countryside, swatting the occasional orc, picking up things and talking to people has limited appeal. It's a bit like being a rambler. Apart from the orcs.



This is the *Dragonstone* staff cafe where you can get a daily special for less than a florin.

Core have an outstanding reputation for top-quality, lush, arcade-graphic RPGs – *Heimdall, Heimdall 2* and *Darkmere* to name but a few.

But things seem to have gone horribly wrong with their gameplay strategy lately. Take *Universe* as a prime example. It looked absolutely fantastic, the plot was engaging, but the game mechanics were horrible and unnecessarily awkward. Even the Core rep who brought it in to show us took several attempts at picking up objects and various other things.

And this pedantic tediousness has been carried on, although in a different form, with *Dragonstone*. This time round though, there were no reps to give us a demo or suggest the best tactics and strategies. This time, we were left to our own devices.

Stone me

In fact, it's just as if we'd gone to the shop, bought ourselves a copy, rushed home, read the minimal instructions, thrown the disks into the drive and...and...and...and. And we felt totally ripped off.

Dragonstone looks great. Just what you'd expect from Core. But it feels and plays a bit like *Sabre Wulf* on the ZX Spectrum. Now, in our book that's a good thing. *Sabre Wulf* was a landmark in the history of computer games. But, unlike *Sabre Wulf*, the game doesn't contain enough to keep you interested.

In a vain attempt at injecting some interest, the crude mechanism of having irritating creatures such as hobgoblins and orcs chase you all over the place has been implemented.

Sure, the monsters are easy enough to kill, but it's inevitable that they'll hit you at some point and eventually drain you of enough energy to kill you. This quickly tests your patience and leaves you ruefully staring at the box wondering: 'Why the hell did I buy this?' Or not, in our case.

That's right, if you haven't paid attention to us and have gone out and bought the game, you're going to feel mighty ripped off. Because unless you're a perverse stoic this game is quickly going to bore you to tears.

Dragonstone rapidly becomes an exercise in robotic joystick mechanics. The only reason we stuck at it for as long as we did was to make sure that it didn't suddenly hot up and become a lot more interesting. Alack and alas, it didn't. What a dreadful, dreadful waste of disk space.

GRAPHICS: 8 out of 10
Good quality and eye pleasing.

SOUND: 9 out of 10
Nice touches of birdsong and woody sounds.

ADDICTION: 4 out of 10
A cure for insomnia perhaps.

PLAYABILITY: 4 out of 10
Tedious mechanics let down an average RPG.

Dragonstone

Publisher:	Core Design 01322 297797
Price:	£29.99
Versions:	A500/A600/A1200
System requirements:	1Mb
Release date:	Out now

VERDICT:
Looks great, sounds great, doesn't play great though.

OVERALL SCORE
63%

Flight of fantasy?



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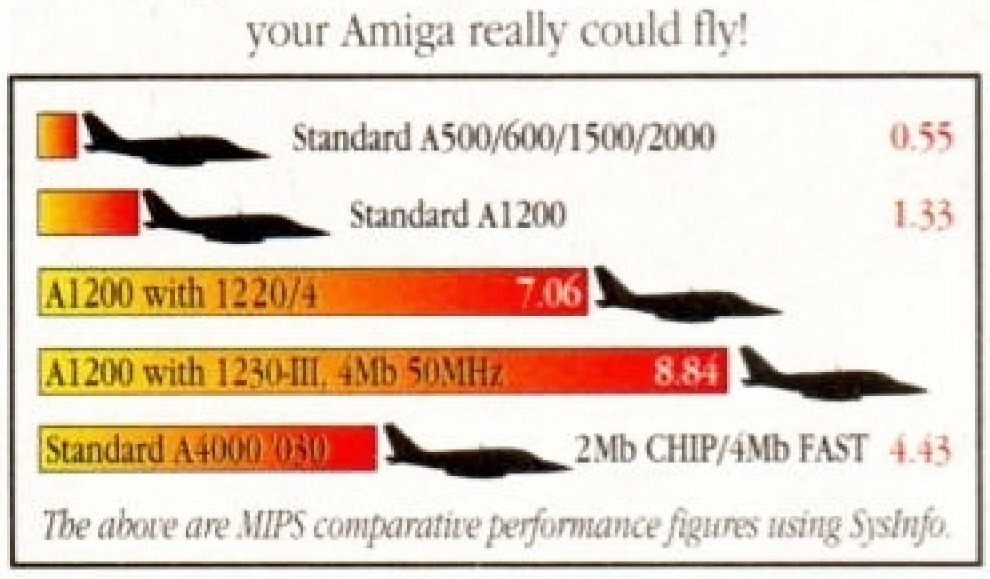


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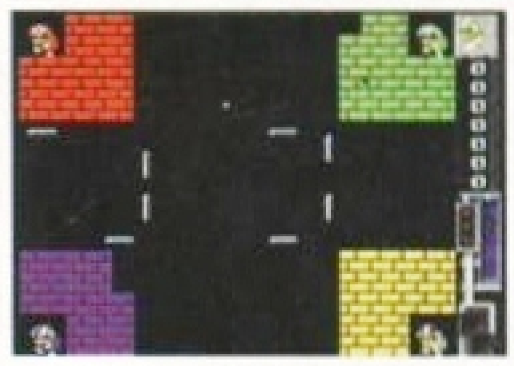
Steve Bradley revels in the simplicity of a game featuring little folk and lots of ladders. But, he asks, is *Base Jumpers* really a step in the right direction?

Base Jumpers

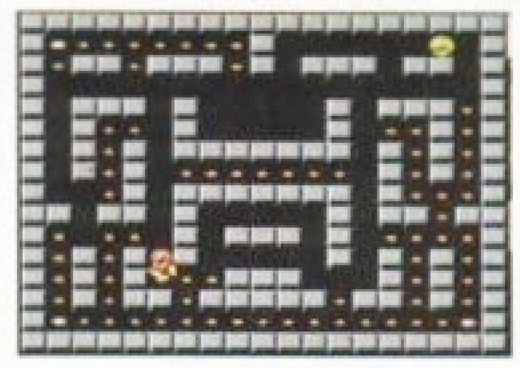


Mummy, mummy (small child/Egyptian quip). Jump on their heads and unravel the mystery of the pyramid-inspired level.

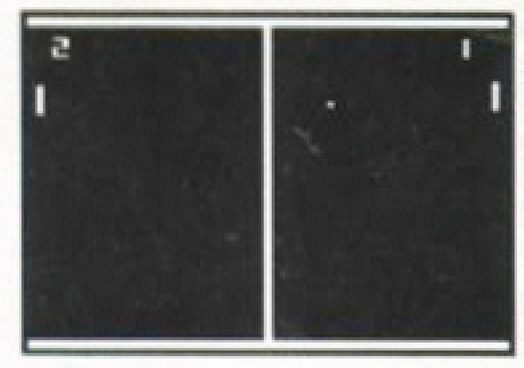
THE SUB-GAMES



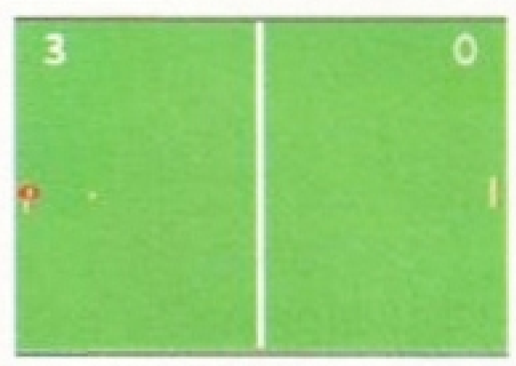
Destroy your opponent's platforms afore they do yours.



Comparisons with *PacMan* are almost inevitable.



As are comparisons with the mighty fine *Pong*.



This one is nowt more than posh *Pong*.



Hit them with your lance or suffocate them with exhaust.



Jet-packed shoot-em-up madness and mayhem.



The blocks that resemble red dice are actually springboards. I can remember when captions used to be funny.

There is one major problem with *Base Jumpers* and it is this. When you are playing in two, three, or four (human) player mode, and one (or two, or three) perishes, they are forever out of the game. Until you start again. This considerably decreases the fun (and there is a great deal on offer) because, of course, you want to tackle your friends for a length of time.

Much of the joy disappears when your mates die and you have to continue on your lonesome, for then you can't leave them flailing as you mount ladders at pace, collecting letters and jumping on the heads of roaming security guards, vampires and their ilk. Oh, and the other problem is the price of the game.

Let me explain. *Base Jumpers* is a game where you climb to the peak of a level on ladders – occasionally utilising the extra bounce of a spring. Upon reaching the summit, the screen switches to a fiendishly daring parachute mode where, after hurtling off of a roof, you attempt to impale your opponents on pipes and the odd protruding flagpole before opening your shute as late as you dare. That's it. It's completely fab, in a rather limited and unsophisticated way.

En route, there are letters to collect, arrows and explosives to avoid, magnets to shy from, chasms to traverse and spiky pits to hop over. Simple fare, indeed. The combinations of letters can swoop you into one of 11 sub-games as well as reward you with a points bonus. Actually, the letter combinations can change the game in a pile of ways, most of which your correspondent has yet to discover.

Base Jumpers is somewhat tedious in one-player mode, lacking in depth and in variety of play, but when friends are involved it can be a gas, particularly when four are fighting it out on screen. Players who scroll off the bottom of the screen shoot forward, losing points in the process and the subsequent parachute shoot-out is more involving because the computer's 'shutists avoid argy bargy. But *Base Jumpers* shouldn't be a full-price game. Knock a tenner off and recommendation is forthcoming. Too pricey for simple pleasures.



Kindly, the programmers have included arrows to show you which way you fall.

GRAPHICS: 8 out of 10
Tiny, well-drawn and oh so cute.

SOUND: 7 out of 10
Congratulations. No in-game music.

ADDICTION: 6 out of 10
Best in multi-player mode.

PLAYABILITY: 7 out of 10
Fun, yes, but limited of life.

Base Jumpers

Publisher:	Grandslam 0181-680 7044
Price:	£25.99
Versions:	A500/A600/A1200
System requirements:	1Mb
Release date:	Out now

VERDICT: Simple, yet quirky and enjoyable platform fare, if somewhat costly.

OVERALL SCORE 73%

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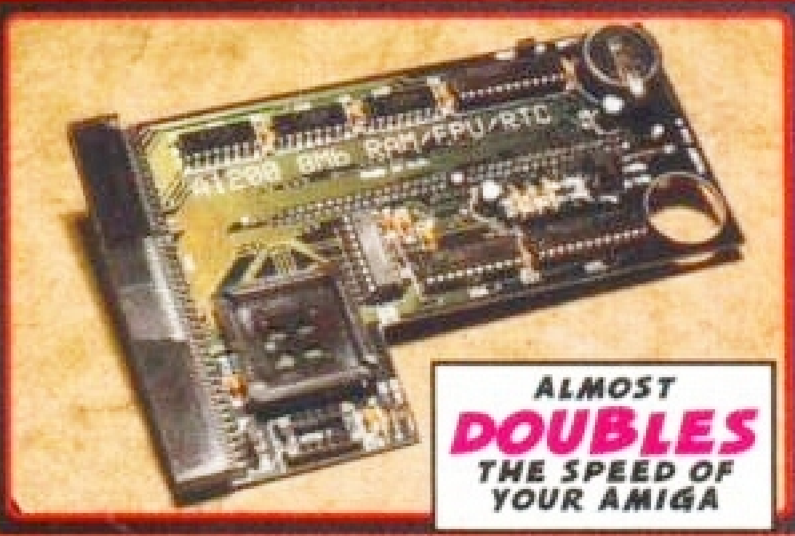


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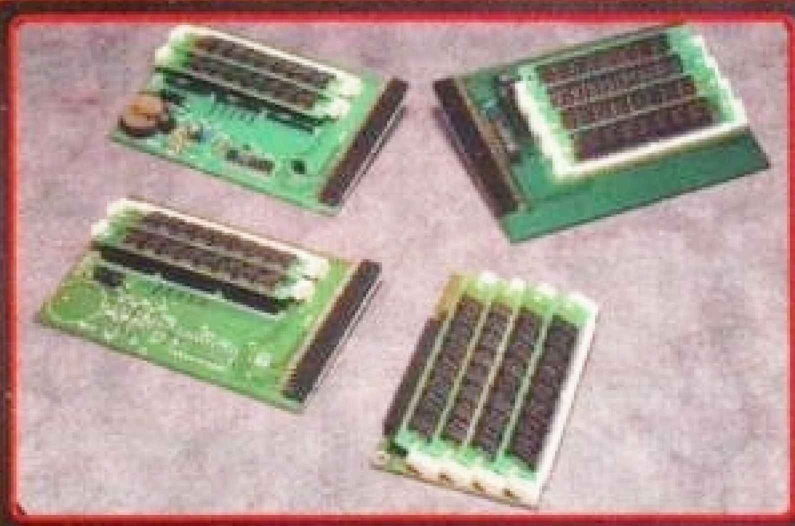
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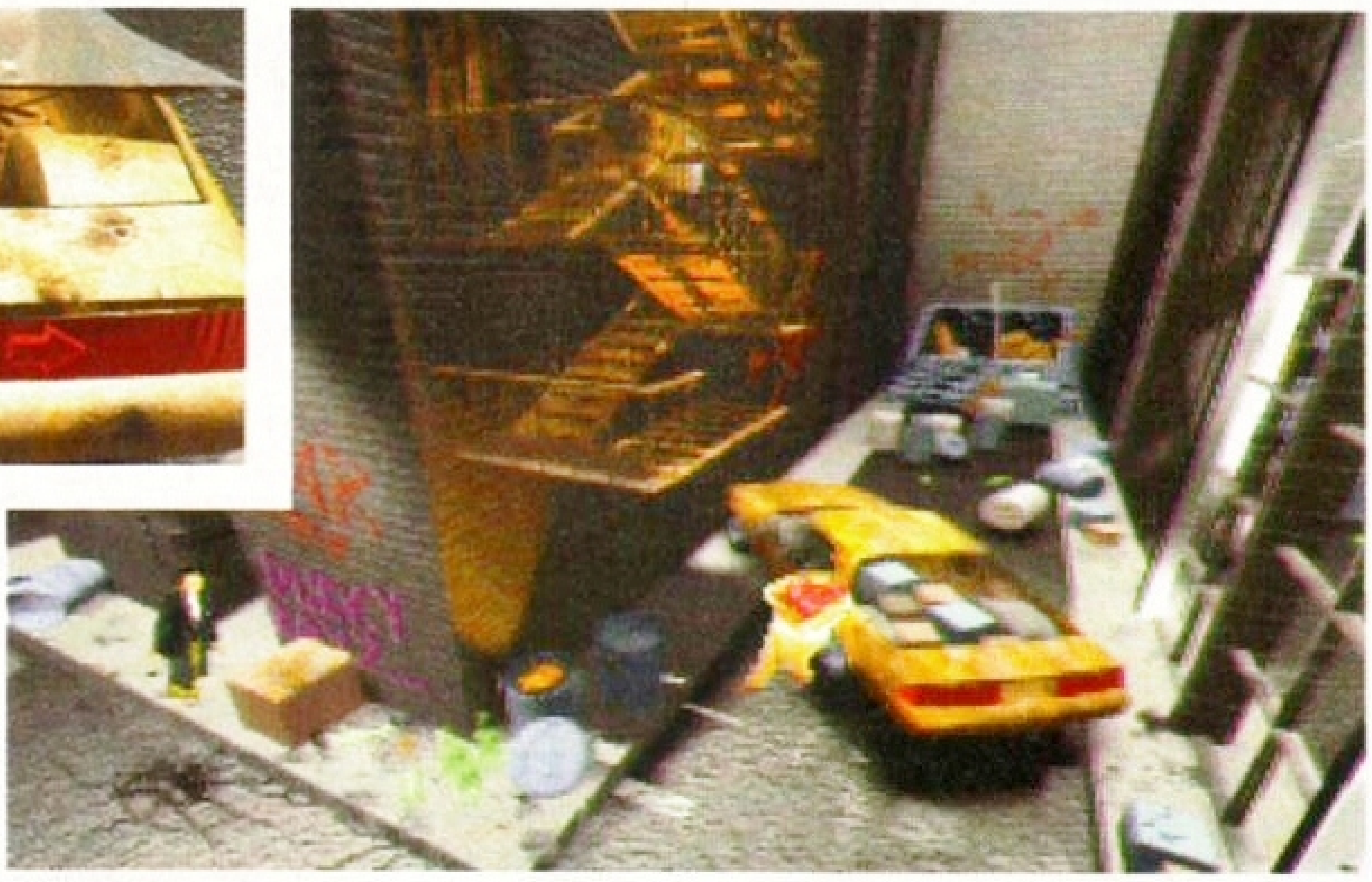


Skills and attributes of characters can be checked out from here.

Steve McGill explores the cyberspace world of a futuristic adventure game and discovers intrigue, vampires and a woman called Deirdre Tackett.

Bloodnet





If you want to get tooled up, make some extra money from goods picked up throughout the adventure, or just stroll down to the seedy side of town and check out the car boot sharks.

Cybernetic surgery, smart drugs, neural implants, hacking, phreaking, cyberspace net-surfing, vampiric bloodsucking, illicit street trading, schizophrenia, street-tech weaponry, designer violence, bio-weapons, religious insanity, and more, more, more constitutes the newspeak plot of this surprisingly absorbing adventure from Gametek.

But first, the bad news. If you don't have a hard drive, forget it. There are 12 disks in all and access times between locations and courses of action are debilitating, easily adding an hour or more on to a typical session's play.

Hard drive owners, however, are in for a treat, albeit a mechanically flawed one. *Bloodnet* plays like the interactive William Gibson, Bruce Sterling, RU Sirius novel that you always intended writing but never quite got round to.

The plot is everything. New York City of 2094 is caught in the icy harsh grip of bloodsucking vampires and tyrannical mega-corporations. You play the role of Ransom Stark, an ex-Trans Technicals employee who spent too much time in cyberspace and eventually lost his grip on reality.

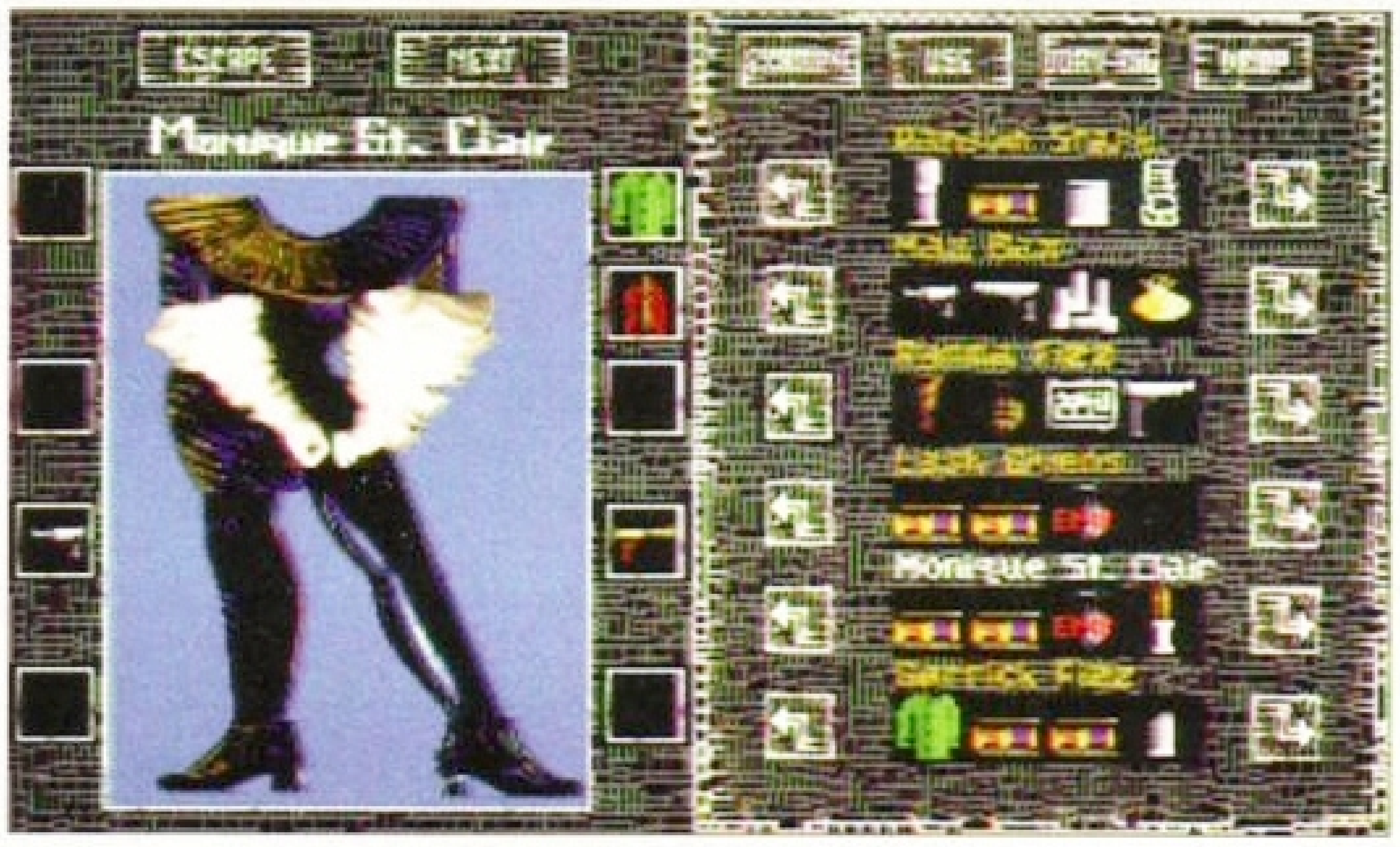
Luckily he was saved by a woman called Deirdre Tackett. She surgically inserted a neural implant into Stark's skull which, as you find out in the intro to the adventure, saves his life more than once.

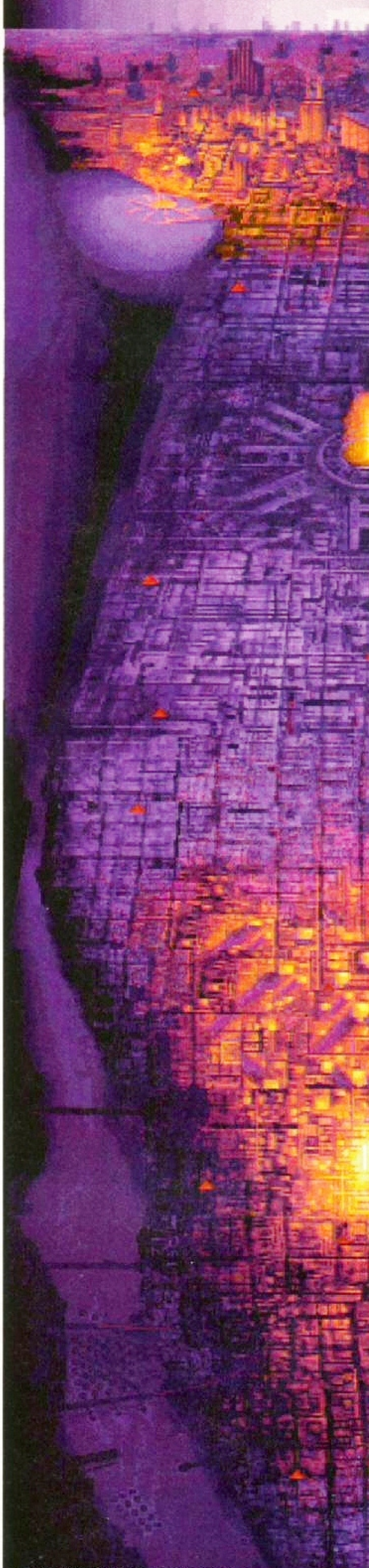
Coffin fit

Van Helsing is searching for Tackett. He needs to acquire a program designed by her. He dupes Stark with a bogus job and eventually manages to turn him into a vampire. Only the neural implant saves Stark from the horror of becoming a fully-fledged vampire under the will of Van Helsing. And that's when the adventure starts for real.

It plays and feels like the sort of RPG you would play round the table with friends. At the beginning you can generate the statistics for Stark by answering a series of 12 questions, the answers to which affect the final scoring. Fine tuning is allowed on five separate categories.

Equipment and weapons are relatively easy, if a trifle picky, to swap between characters.





Each of the red triangles represents a subway stop. One, two or several locations can be visited from there.

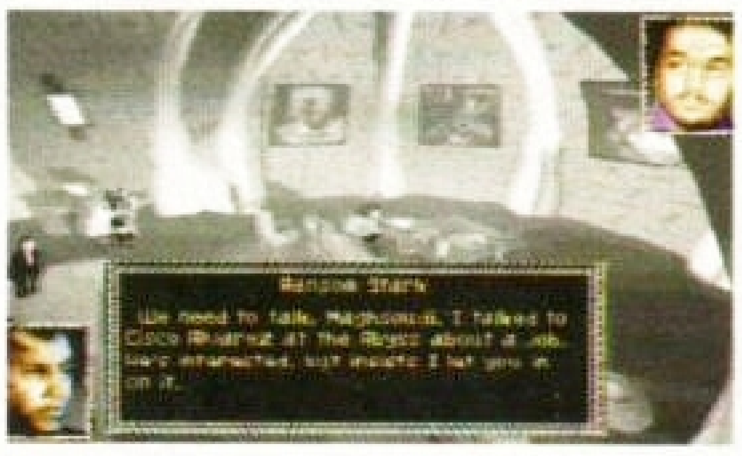


IT'S GOOD TO TALK

Ransom Stark has a neural implant that gives him instant recall and photographic memory of conversations.



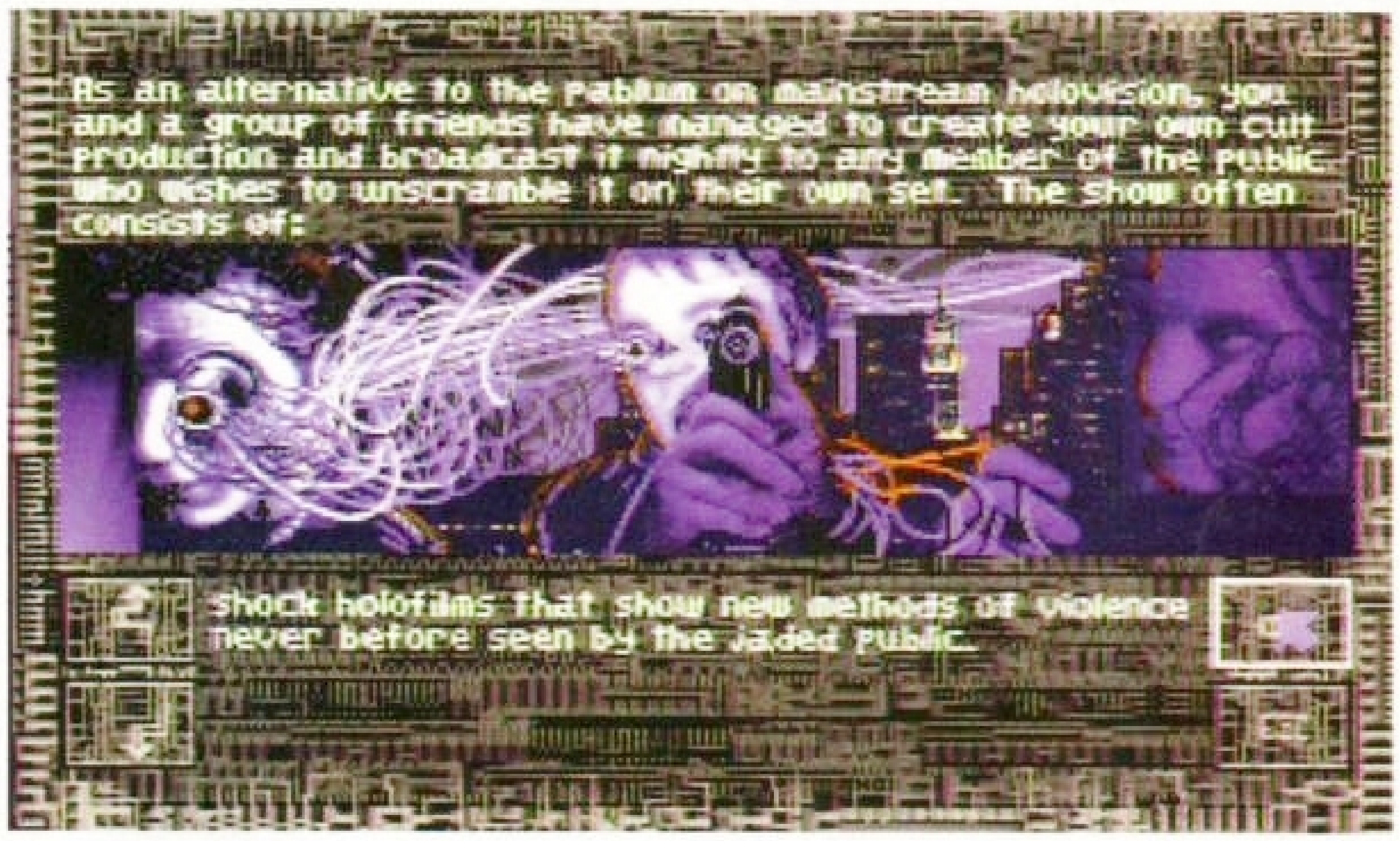
Ransom walks into the local poetry and cyberspace club. He talks to someone...



...From there on, he will be able to recall the information whenever it's needed.



Much like *Beneath A Steel Sky*, this is a conceptual view of cyberspace. Blimey!



The questionnaire to determine the scores assigned to Ransom Stark's skills at the beginning of the adventure are entertaining and amusing. They help determine his approach within the plot.

Cyberspace travel is fraught with danger, so several safe locations have to be found.

Once done, the serious business of recruiting fellow mercenaries, exploring futuristic New York and jacking into cyberspace can be investigated. And this is where the game really bites.

Exploring New York is easy. It's just a matter of clicking on the little red triangles on the map. This lets you get on with the serious business of finding out more about what's happening in the underground and in cyberspace.

Cyberspace travel is fraught with danger. A deck and an interface is required and safe locations have to be sussed out or Stark could find himself assassinated while still surfing the Information Superhighway. Nevertheless, this activity has to be delved into if vital information is to be acquired. And gaining certain types of info requires certain types of gear and equipment, all of which have to be searched out in the real world.

So, despite some tedious game mechanics, such as the inventories of the characters and the combat system, this adventure is powerfully overwhelming in its narrative and pace. It feels as if you're taking part in a book. Adventure fans, Internet fans, hackers, crackers and phreakers are all going to love it. It bites.

Bloodnet

Publisher:	Gametek 01753 553445
Price:	£34.99
Versions:	A1200 only
System requirements:	AGA machine
Release date:	Out now

VERDICT: A compulsive and compelling journey to the outer reaches of cyberspace.

OVERALL SCORE 82%

GRAPHICS: 8 out of 10
Similar to *Steel Sky* and *Innocent Until Caught*.

SOUND: 5 out of 10
Disappointing. No spot FX for fight sequences.

ADDICTION: 9 out of 10
Compelling plot and anarchic adventure.

PLAYABILITY: 7 out of 10
Some game mechanics could be simplified.

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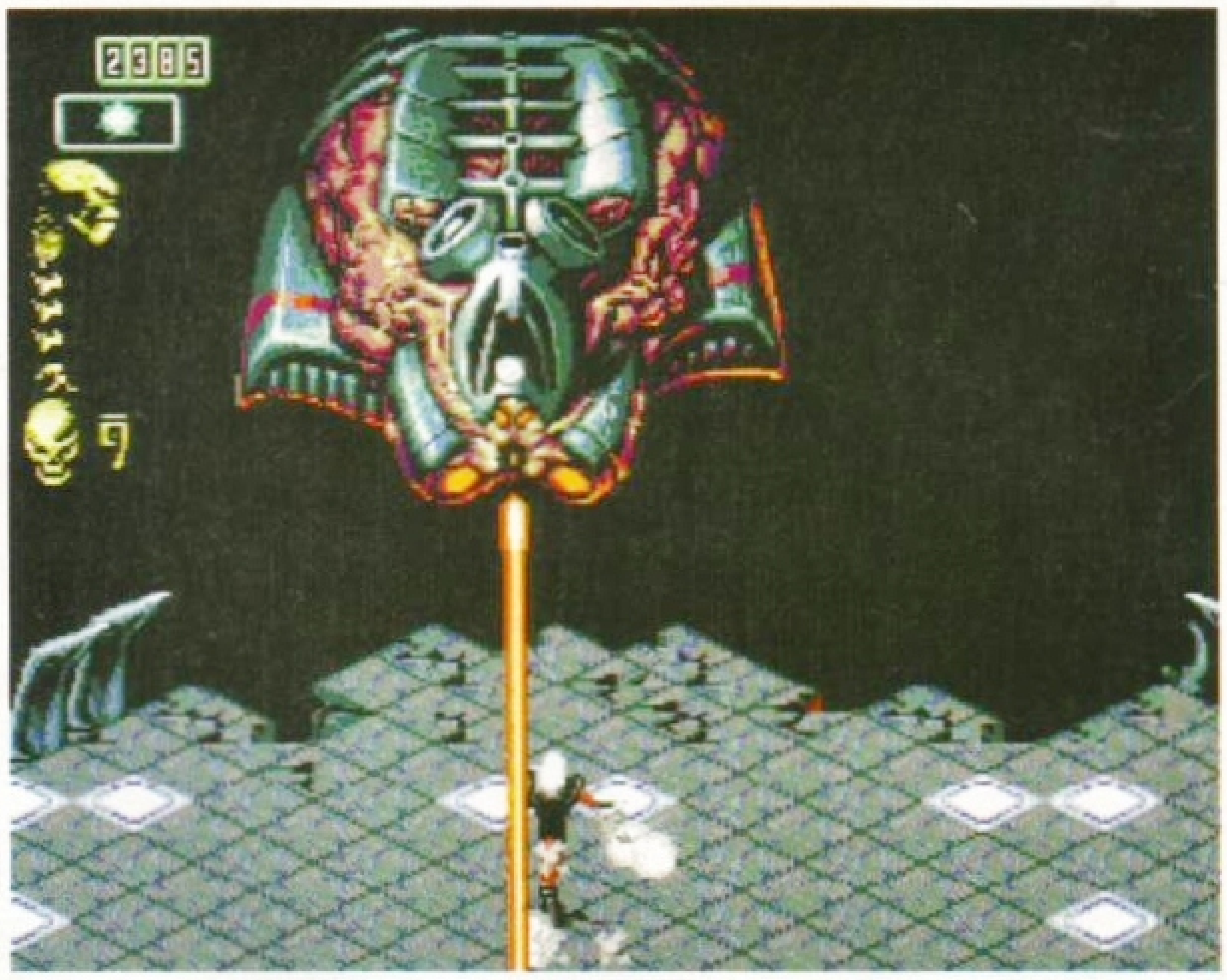


Steve McGill discovered more than a few skeletons in Core Design's cupboard when their new shoot-em-up dropped on to his desk for review.

Skeleton Krew



Believe it or not, this takes place in a lift. You just keep shooting the creatures until they're all dead. Then you get the chance to do it all again with the next set of creatures.



This headless chap is the boss who has to be destroyed before you can proceed in the level. So shoot, shoot, shoot.



Kill this disappearing reappearing man and the game's over. Hurrah for sensibility.



Much of the time there's only one direction to head in. And that's toward the exit. You can even get away with not shooting anything.



We're on Mars now, but there's still nothing much to do except shoot at everything.

Tedious: annoying, banal, boring, drab, dreary, dull, humdrum, irksome, laborious, lifeless, monotonous, prosaic, prosy, soporific, tiring, uninteresting, vapid, wearisome.

Guess what? All of the above definitions of tedious apply to *Skeleton Krew*. Apart from the graphics and the choice of control systems, this game's got nothing going for it whatsoever.

It's almost as if Core had spent all their time designing the graphics and the monstrous adversaries and forgot about inserting any gameplay into the thing. And, in retrospect, to cover up for this inadequacy it appears that they've opted to disguise the omission by making the game so difficult to play that they hope nobody'll notice the oversight.

Firstly though, you have to take a look at why the game's so bad. The plot's an arbitrary bolt-on which adds nothing to the non-existent atmosphere. It plays like an isometric *Gauntlet* with none of the good bits. There's no incentive to make progress, no sub tasks to be engaged in and, apart from spare lives, nothing worth collecting.

All the action centres around shooting things and finding the exit to the next level. There are even sections where you're trapped until you kill everything in your way. So basically, all there is to do is, move, dodge, shoot, move, dodge, shoot, ad infinitum.

In fact, the glaring questions that remain to be answered with *Skeleton Krew* are, why did Core release it in this state? Why couldn't they have held on a bit longer and worked on some game mechanics, such as those used in the *Alien Breed* series, to make the game interesting and inject a bit of lastability into it. As it stands it's worrying that such a shoddy product has been put on general release by a developer with Core's pedigree.

Or put it another way. Avoid *Skeleton Krew* at all costs. The asking price is £34.99. Not only is that an insult to the Amiga market it's aimed at, it's also an overpriced rip-off.

GRAPHICS: 8 out of 10
Beautiful. Looks like an isometric cartoon strip.

SOUND: 6 out of 10
Twee and not very good.

ADDICTION: 3 out of 10
Like washing clothes by hand.

PLAYABILITY: 2 out of 10
Take up train spotting, it's more exciting.

Skeleton Krew

Publisher:	Core Design 01332 297797
Price:	£34.99
Versions:	A1200/A4000
System requirements:	AGA chip set
Release date:	Out now

VERDICT:
Could have been the ultimate isometric shoot-em-up. But it isn't.

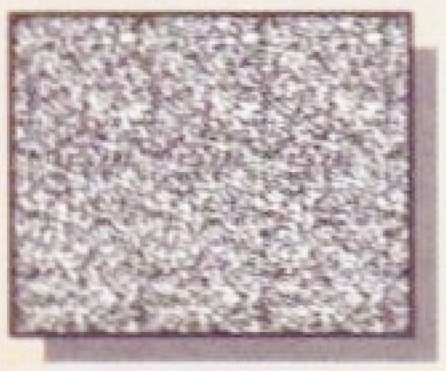
OVERALL SCORE
33%

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The large picture shows, among other things, practical applications of Palette Merge and Color Average Resize (used to scale and combine all items), Color Quantization (applied to 24-bit images), Gradient Fill and Alpha Channel (used to create the shadow) and various other image processing effects.

From the International Press

Animation is fast and effective, particularly because of the innovative storyboard feature.

Virtual memory is fantastic if you don't have enough real memory in your machine.

The image processing tools are bountiful and versatile as always, and the 24 bit printing is again excellent. It certainly pushes printers to their limits, and the results may very well surprise you.

PPaint is unbeatable at handling the palette and in remapping quality.

Font handling on PPaint has always been fantastic. I like the way that you can type directly over the screen and still use the cursor and delete keys for editing, even if you've typed a whole screen full of text.

The alpha channel is simple to use and yet a very powerful feature normally found on expensive 24 bit programs.

Rating: 90%

Gary Fenton, Amiga User International, Great Britain

What do BBS users, C programmers, Bridgeboard users and Amiga artists have in common? Give them all a copy of Personal Paint and you'll find out.

Fred Hurteau, Amiga World, USA

That installer happens to be one of the friendliest and most intelligent I've had the pleasure to se... PostScript output is finally supported by a aint program!...

*t's see *** do that!*

ting: 92%

dley Storey III, Amiga Down Under, Australia/NZ

xcellent piece of software: stable, user lly, fast. It is packed with unique features that make it very precious in many difficult situations: color quantization, palette merge, image processing, PostScript color separation, professional Preferences printing and many more.

Highly recommended, both to novice users, who will take advantage of the excellent documentation and the intuitive user interface, and to experienced professionals of different fields such as graphics, DTP, programming and multimedia.

Editorial, Amiga Magazine, Italy

As a professor of plastic arts and counselor at the film institute, I'm always in search of tools which succeed in combining ease of use with a range of original features. My most recent discovery has been Personal Paint.

This time, I don't need a dictionary to read the manual. It is direct, clear and concise. It is detailed, yet simple and perfectly accessible to the beginner.

Christian Hamoneau, AmigaNews, France

... If you cannot believe all this to be true, read our review.

Rating: Editor's Choice





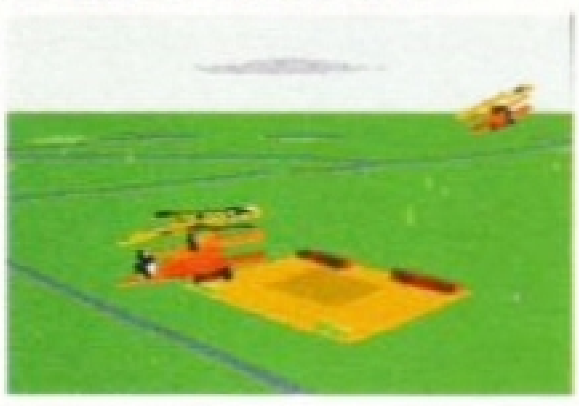


Animation Features: Storyboard, Superior Compression, Multiple Palettes, Frame-by-Frame Timing...

Steve McGill takes to the skies with Empire's latest to discover whether it soars into the realms of stardom or crashes into oblivion.

Dawn Patrol

THERE CAN ONLY BE ONE



Let's take a quick look at what made and still makes *Knights Of The Sky* the best flight sim ever on the Amiga.

A permeating sense of atmosphere was deliberately developed and consciously exploited by Microprose. The flight envelopes of the planes were spot on. You could shoot moving ground vehicles and bomb churches. You can't do that with *Dawn Patrol*.

But the biggest clincher was the serial link option. You could choose any World War One aeroplane to fly in the head-to-head dogfights. Tremendous.



When you're not engaged in dogfights, amuse yourself by bursting some balloons.

There's something fundamentally wrong with the structure, design, execution, feel, playability, lastability and marketing of *Dawn Patrol* from Empire.

To coin a sadly unavoidable cliché, Empire have tried to squeeze a quart into a pint pot. And oh my golly gosh! (and other euphemisms of outraged incredulity) they've made one hell of a sticky mess. So don't tell their mum. She'll be mad.

But not half as mad as me. I was really looking forward to this release. I thought it was going to be the one that would finally wrest the crown of best bi-plane simulation away from the firm grasp of Microprose's 1991 release, *Knights Of The Sky* (*AF29*, 88%).

Unfortunately, *Dawn Patrol* seems to be vying with *Red Baron* (*AF32*, 39%) for best-looking but most unplayable air war romp. So, having said that, it's time to qualify some of those sweepingly damning statements.

The main fault is the poor frame update. The majority of the blame lies with some of the pointlessly frivolous cosmetics that have been bolted on – features such as unnecessarily complicated wing curves, wing struts and an accurately detailed undercarriage. These details slow everything down to a crawl that makes the plane feel as if it's fighting against the inertia of a struggling processor rather than cutting an elegant aerodynamic swathe through the air.



Typical World War One flying tactics are easy to implement. Here, James McCudden surprises two bombers.



It may look like an exercise in 3D object orientation. But this time it's the Red Baron who's in trouble.

It fatally detracts from the playability and furthermore it fails to help the game out during the complicated turning, climbing, and diving manoeuvres. Empire have opted to have the display shrink in from the right and left edges of the screen, consequently, you never lose the sense that you're playing a computer game rather than flying over a virtual wartime France.

Mission impossible

It's a shame really. A lot of time has obviously been spent on research and presentation. For example, information on lesser-known aces and their brave, gallant, foolhardy, inspirational missions is structured around an interactive book. You find out about their exploits and philosophy on life and then get the chance to fly on some of their more famous outings. Not only that, but you can customise certain aspects of the missions such as increasing the number of opponents and their destinations. In all, a good idea, but not good enough to save *Dawn Patrol* from mediocrity.

As it stands, flight sim fans should only be looking in one direction and that's *Knights Of The Sky* at 12 O'clock on the Kixx label – £16.99.

GRAPHICS: 7 out of 10
Lacks ground detail, but the planes are OK.

SOUND: 5 out of 10
Not bad, but nowhere near the sublime *Wings*.

ADDICTION: 6 out of 10
Same engine as *Overlord*, but disappointing.

PLAYABILITY: 6 out of 10
Dawn Patrol can't match *Knights Of The Sky*.

Dawn Patrol

Publisher:	Empire 0181 343 9143
Price:	£34.99
Versions:	A500/A600/A1200
System requirements:	1Mb, hard drive installable
Release date:	Out now

VERDICT: Could have been a high-flyer, but it crashed before take off.

OVERALL SCORE 69%

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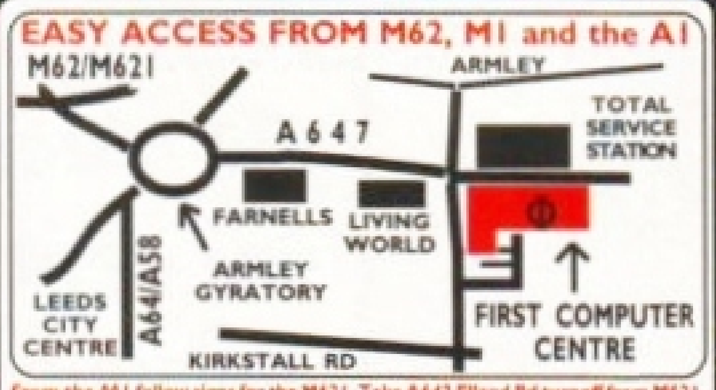
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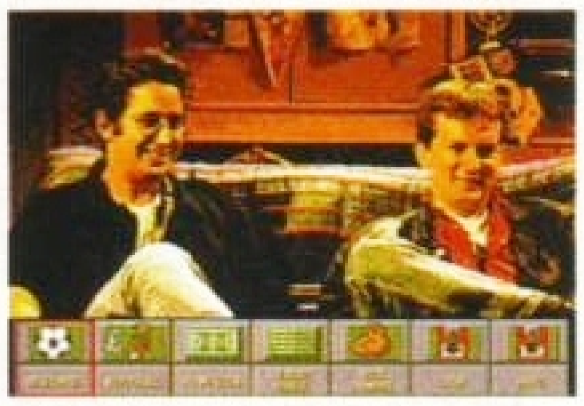
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Steve McGill paces anxiously along the touch line while the lads give it 110 per cent on the day in what is most certainly a game of two halves.

Fantasy Manager



It's back to the Eighties style of digitisers with this pic of Skinner and Baddiel from the TV show.



One of the really annoying mechanisms of the game is the inability to make minor changes to the team. One change means all change.



The best part of *Fantasy Manager* is the animated scoreboard. At least it moves, giving the player some form of feedback about what's going on.



Purely cosmetic frippery – you're given no choice about what your away strip is going to be.

Players win games and players lose games - it's all about players really." – **Bobby Ferguson (commentator).**

Not many Friday night television programmes have the power to make you leave what you were doing, go home, sit down in front of the telly for half an hour and indulge in a bit of jolly-japes uninhibited chuckling. *Fantasy Football League* hosted by mildly funny bourgeoisie, "did you spot the cultural references in that joke", David Baddiel and the sublimely hilarious, flat cap and tab, Frank Skinner, is one of the few that can.

The basic premise of *Fantasy Football* is sound. A host of minor celebrities are given a fixed amount of imaginary money and a list of players from the English Premiership. Each of the players has been assigned a value that roughly correlates with their worth in real life. Fantasy managers then bid in an auction system for the players and assemble a credible team that should make it through the upcoming season.

At least, that's what they do in the television version. *Fantasy Manager* caters for up to a maximum of 15 fantasy managers – six minimum – and they can opt to either bid against each other for players or take turns at buying players at their face value.

As soon as each manager is satisfied that they've assembled a team that will see them safely through the trials and tribulations of the season, the fantasy game for real begins.

Considering the potential for laughs, visual jokes, puns and puerile humour, Anco's offering is decidedly lacklustre. The front end makes no use of the mouse or anything convenient like that. Selection of players, either from auction or placement into the team, beggars belief. There's no summary of selected players, and no undo function to compensate for mistakes.

It's more than slightly annoying and can lead to more wasted time than waiting in a bread queue in Russia. At the very least, it's frustrating. If it wasn't for the animated scoreboard during games, there'd be nothing to save the game from the ignominious title of Glorified PD Database.

The message is clear, if you want to play *Fantasy Football*, there are cheaper, more enjoyable ways to do so. Check your favourite paper. It's worth it.

GRAPHICS: 5 out of 10
Animated scoreboard is passable.

SOUND: 4 out of 10
Minimal. A few sampled roars and that's it.

ADDICTION: 5 out of 10
Front end gets in the way.

PLAYABILITY: 5 out of 10
Some skill required in selection of players.

Fantasy Manager

Publisher:	Anco 01322 292518
Price:	£19.99
Versions:	A500/A500+/A600/A1200
System requirements:	1Mb
Release date:	Out now

VERDICT:
Loads of potential wasted by a minimalist approach.

OVERALL SCORE
48%



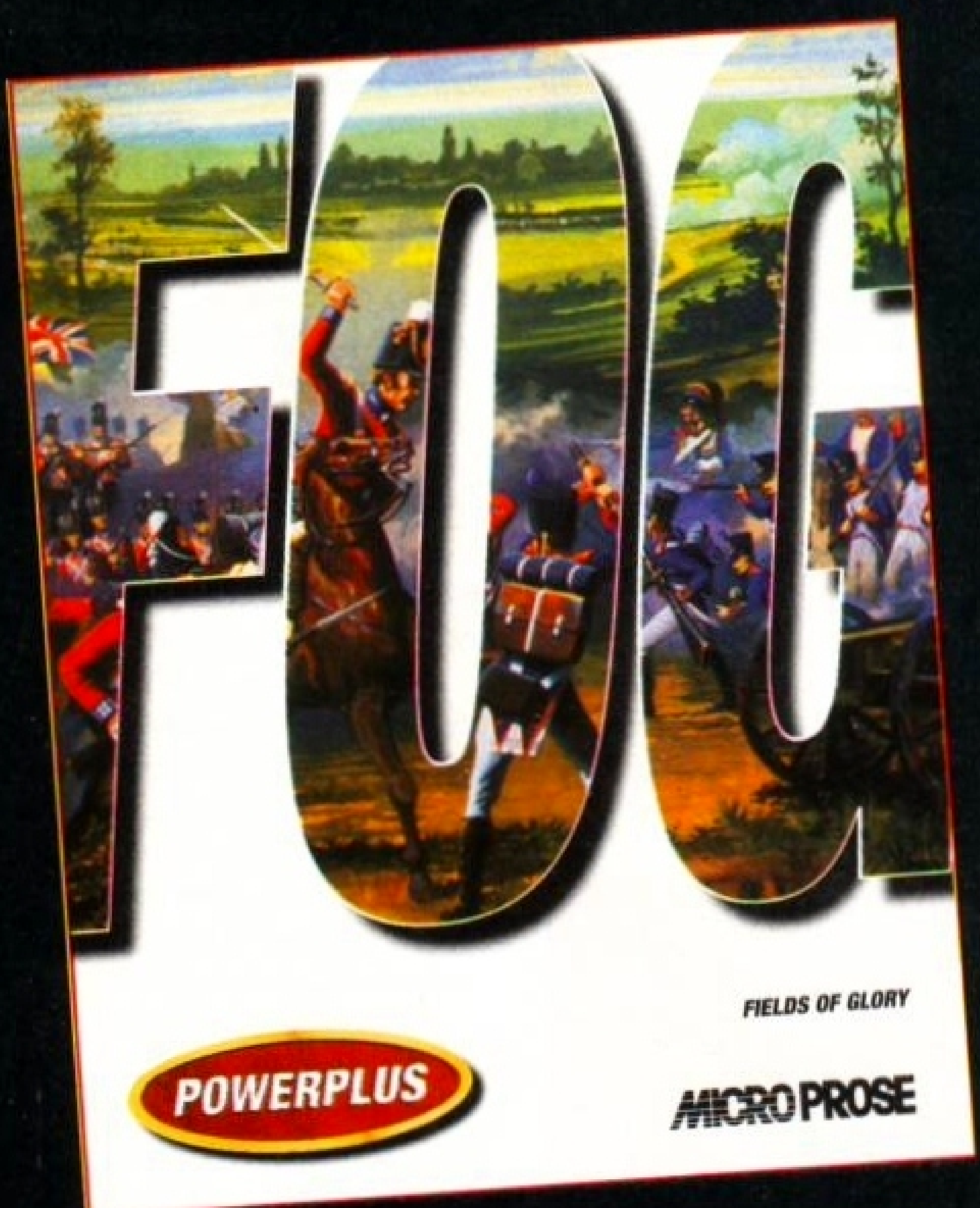
Fantasy managers can elect to take turns at buying players, or bid against each other for the most desirable players.

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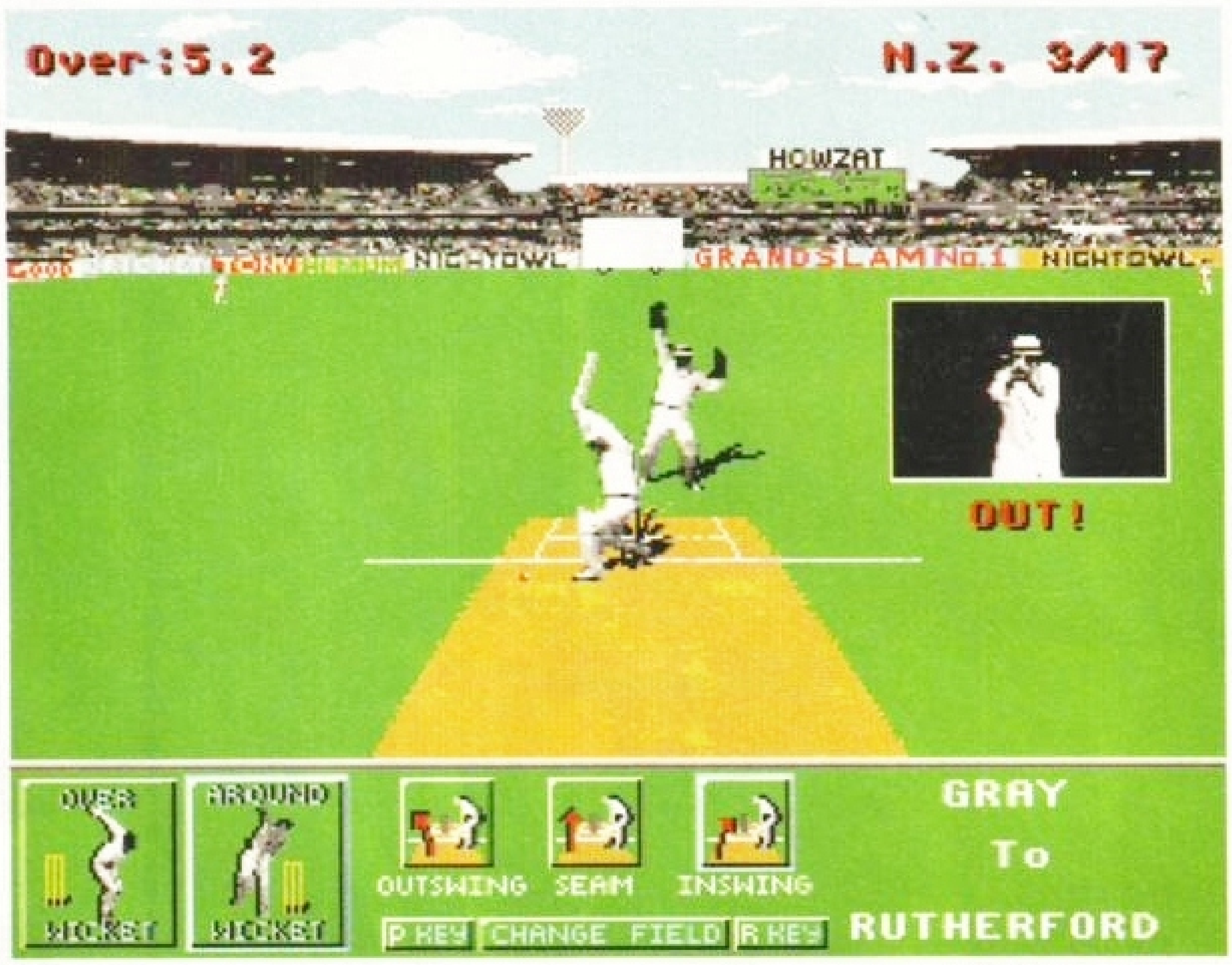
Steve Bradley desperately wanted to bowl a maiden over, but we told him to review this new cricket game from Grandslam instead...

It's International Test Series Cricket

PLAY THE FIELD



Graham Gooch's Cricket **has appeared in four guises, including data disks, and despite its handsome appearance, bugs still proliferate. Fielders occasionally chuck the ball to the wrong end and certain types of bowling scupper the batsmen. But it remains the benchmark for the cricket simulation. Some will prefer** ***It's Cricket,*** **undoubtedly (I do), but** ***Gooch*** **is fabulously playable. Cricket fans should get both, but don't expect perfection, just the best available for the Amiga.**



The Australian TV-style animations include a particularly fine one of a finger-pointing umpire.



Pinpoint those fielding tactics but remember to keep your allotted number in the inner circle.

Presumably timed to coincide with England's glorious attempt to wrestle the Ashes from the Australians, urn now safely in the Aussie's hands, the curiously-titled, *It's International Test Series Cricket* arrives when most of us can but dream of the sound of leather on willow.

Audiogenic's *Graham Gooch's Cricket* has monopolised the Amiga cricket scene with its chunky graphics and frantic, if flawed, gameplay. Grandslam (or rather, Nightowl Software) have approached this (let's call it *IIC*) with slightly more religious fervour. The nine Test countries contain pictures of each player, but none of the player's names are on the picture. A real pain when you have to pick a Sri Lankan bowler to trot in from the pavilion end.

There are two types of bowler, spin and speedmeister. Spin offers four mouse-controlled options including the delightfully titled wrong 'un, yet when battling the computer teams it seems more a case of damage limitation, for no matter how short you pitch the ball, the batsmen simply step forward and nudge it or sweep it majestically across the turf. In two-player mode, it's all too easy to opt for seam straight at the stumps, limiting your opponent's choice of shots and dismissing a team for less than 30.

Batting is tough. After the ball has been delivered, you have a couple of seconds to select one of 12 strokes. First you have to shuffle toward the ball then press the joystick button, one, two or three times followed by up, down, left or right. The timing must be split second to connect with a decent strike.

Fielding is equally fiddly. First you shift the mouse pointer over a player, click on him, shift over to the ball and click again to get the chap to hotfoot to its position. Ball collected, you position a wobbly arrow over the stumps and hope to run the batsmen out.

It's certainly more thoughtful than *Gooch* yet *IIC* is untidy. The graphics are sparse and the sound is awful. *IIC* is a step in the right direction but only the bowling stands the playability test. Nightowl are planning add-on disks and if they tweak the gameplay, *IIC* could be a force in the future. Still, I would sooner play this than *Gooch*.

GRAPHICS: 5 out of 10
Rather shoddy, but adequate for cricket.

SOUND: 3 out of 10
Desperately disappointing.

ADDICTION: 6 out of 10
Fun, but those straight deliveries...

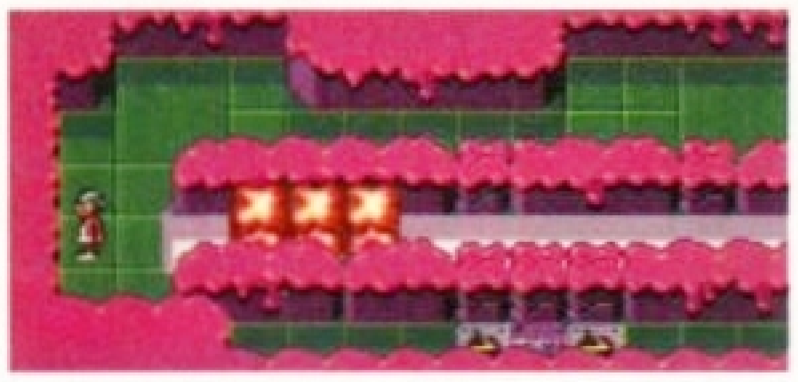
PLAYABILITY: 6 out of 10
...are most annoying

It's International Test Series Cricket

Publisher:	Grandslam 0181-680 7044
Price:	£26.99
Versions:	A500/A600
System requirements:	1Mb
Release date:	Out now

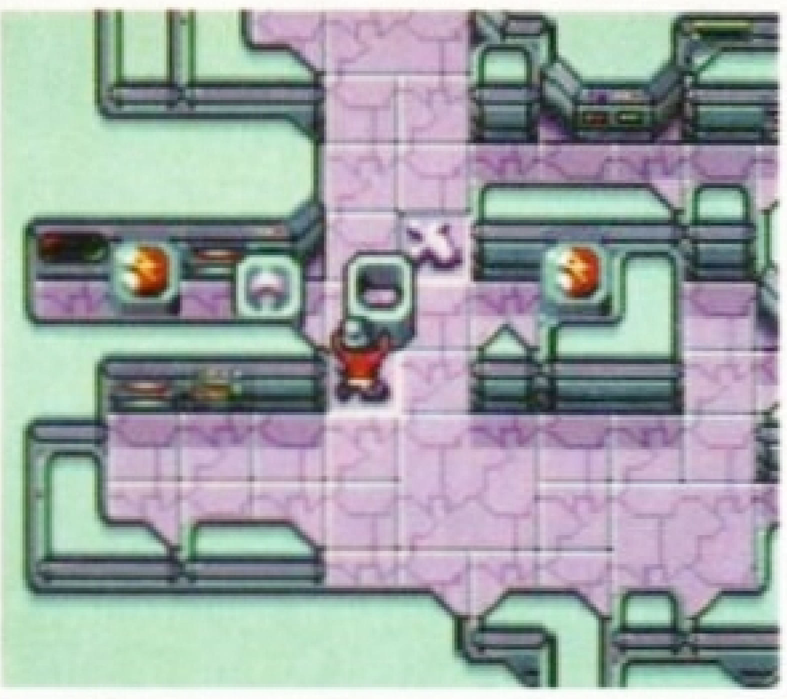
VERDICT:
An essentially fun and intelligent idea, but slightly flawed gameplay.

OVERALL SCORE
69%

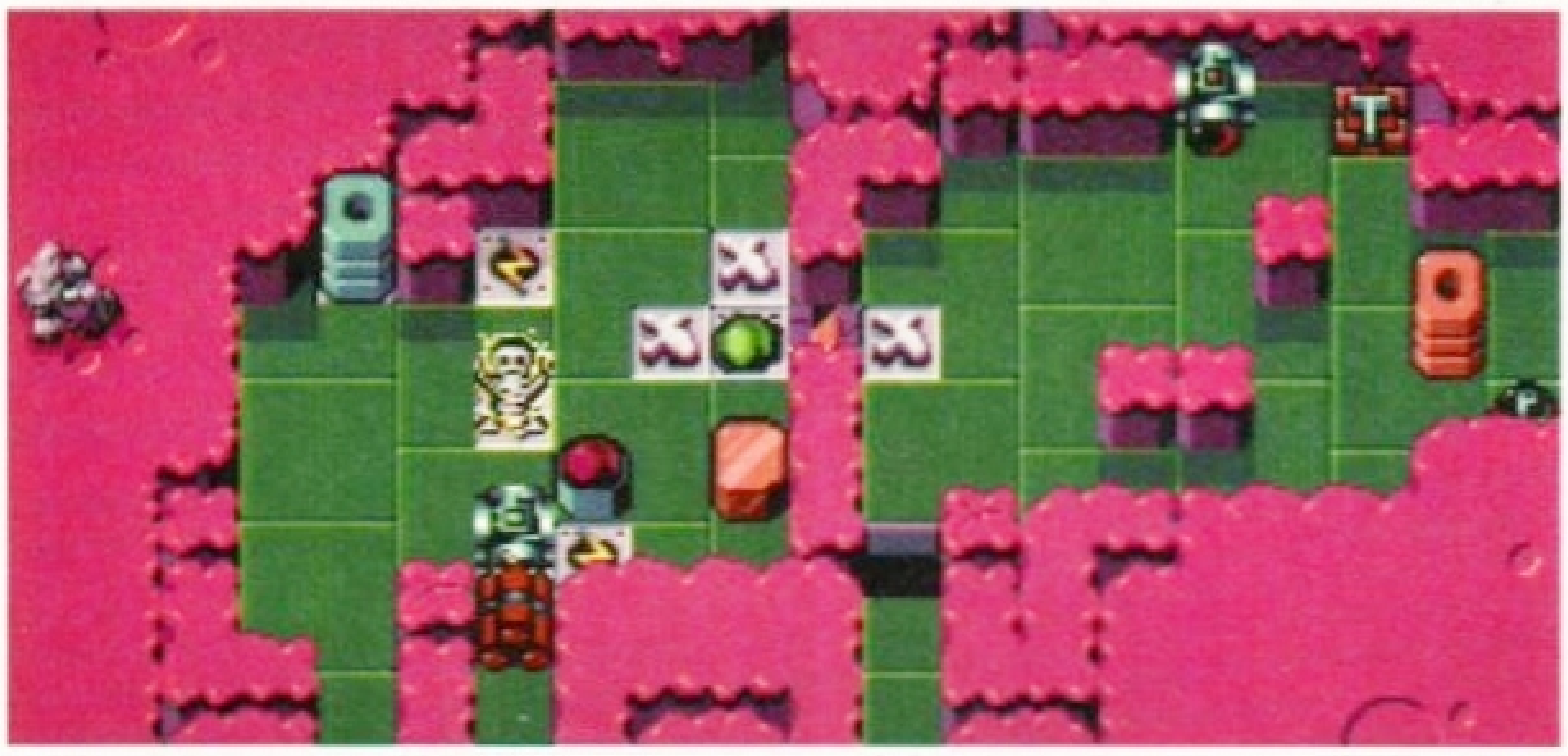


Exploding blocks are pretty cool. Getting them to explode in the right place is another matter.

X-IT



Our friend in the backward-peaked baseball cap is mighty confused. And so is your correspondent. Not that I'm angry, though. No.



First it was to be called *Zonk*. Or was it… no, perhaps not. Then they opted for *Zonked*, before finally settling on *X-IT*. Bit impersonal, eh? No matter. This game is fun, and that is the law.

Surely out-and-out puzzle games do not need to be weighed down by the burden of a plot. But seeing as *X-IT* has the best plot ever, read on. Bill is halting his fish and chip consumption for health reasons. Last time he ate them, aliens kidnapped and dumped him in a deep space junk yard. Now, that's a quite tremendous yarn.

Before young William can order one of each three times and a bag of scrimps, there are blocks to be pushed, puddles to avoid, electrical fields to by-pass, icy and exploding blocks to contend with and if all of this weren't distressing enough, a clock ticks merrily away while your fevered brow fevers some more. Oh, and you have an energy level to maintain. Tsk. Puzzle games, eh? Hard work.

X-IT, like most good puzzle games, is both vexing and rewarding in roughly equal portions. Scream as you make a blindingly obvious error for the umpteenth time, sliding an icy block into an impossible corner. Cheer as the solution becomes all too obvious after you've studied the screen, making fulsome use of the handy pause facility in the process.

Kindly, you aren't forced to plough through level after level – the options screen allows you to sweep to different areas of the game, a welcome feature, although undoubtedly, the codes will be landing on my desk shortly. *X-IT* is good fun, not groundbreaking or flashy, just solid on gameplay. Sure, at 20 knicker, it's a touch pricey but it comes recommended nonetheless.

Steve Bradley

X-IT

Publisher:	Psygnosis 0151 709 5755
Price:	£19.99
Versions:	A500/A600/A1200
System requirements:	1Mb
Release date:	Out now

VERDICT: A simple and well-executed puzzle game. No more, no less.

OVERALL SCORE 79%

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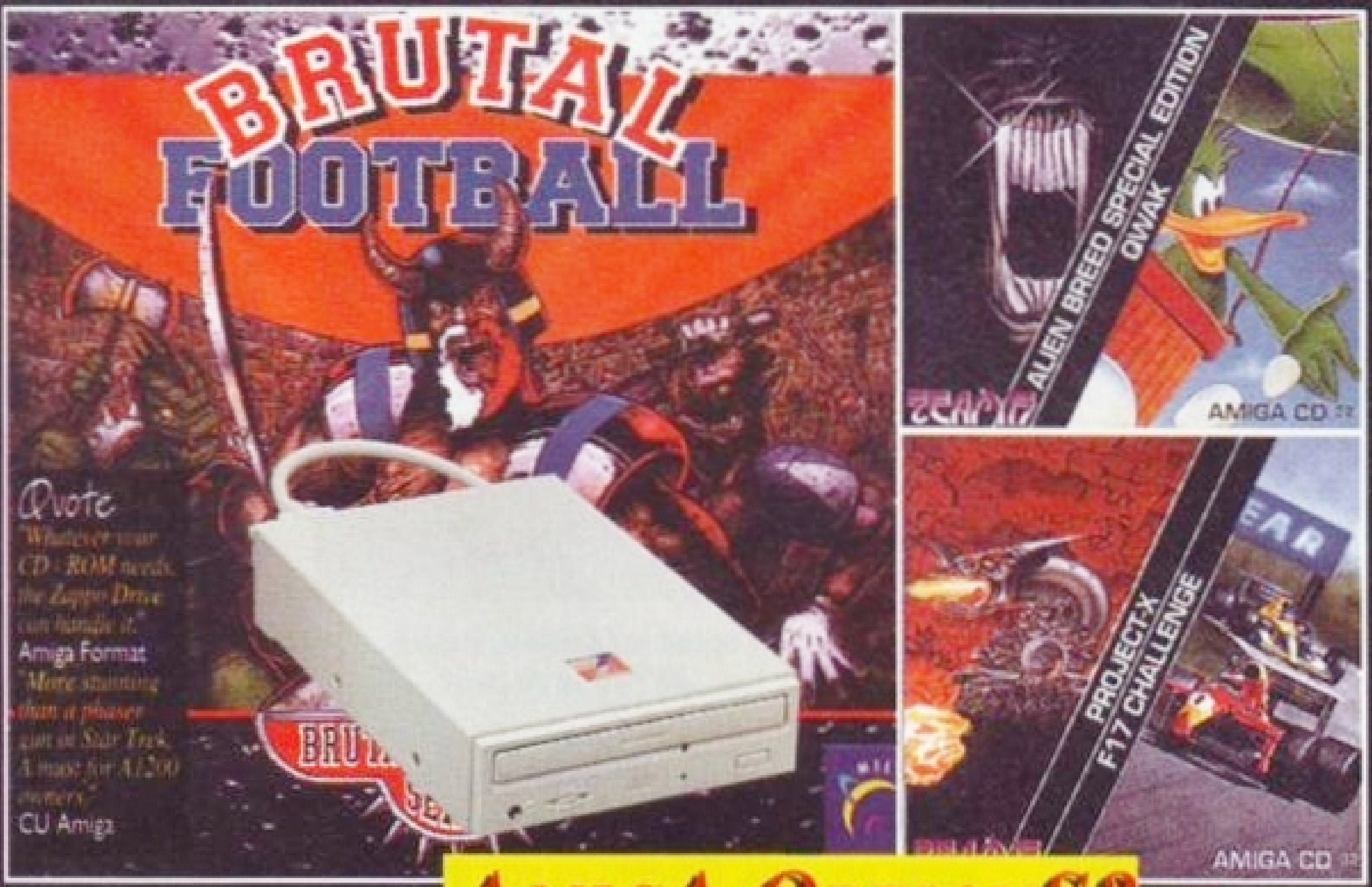
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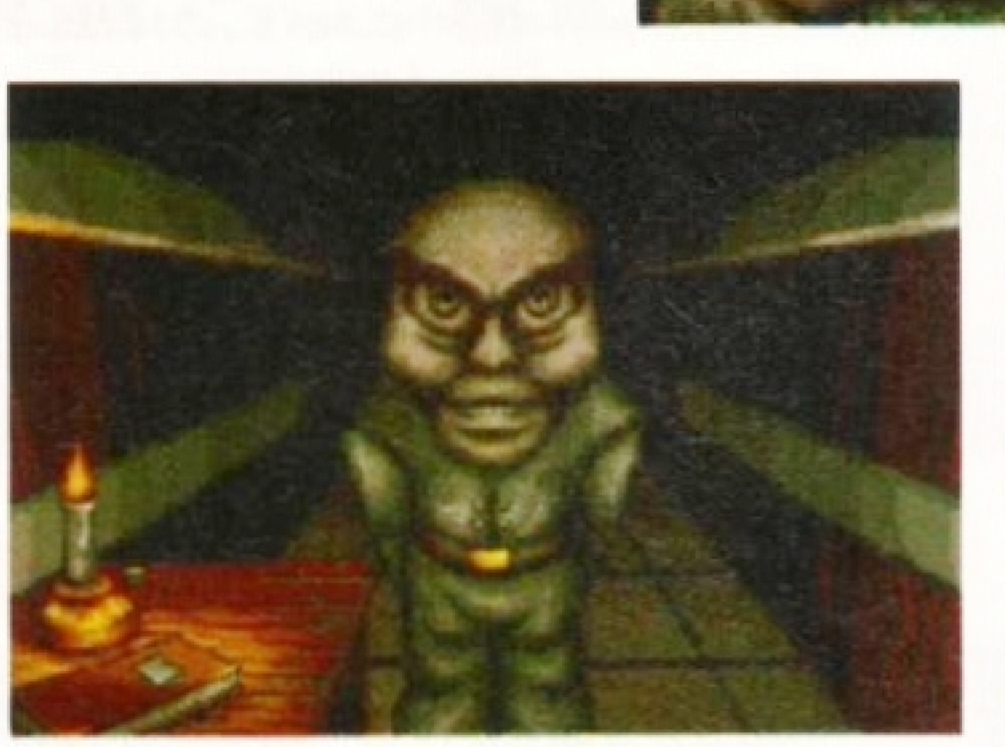
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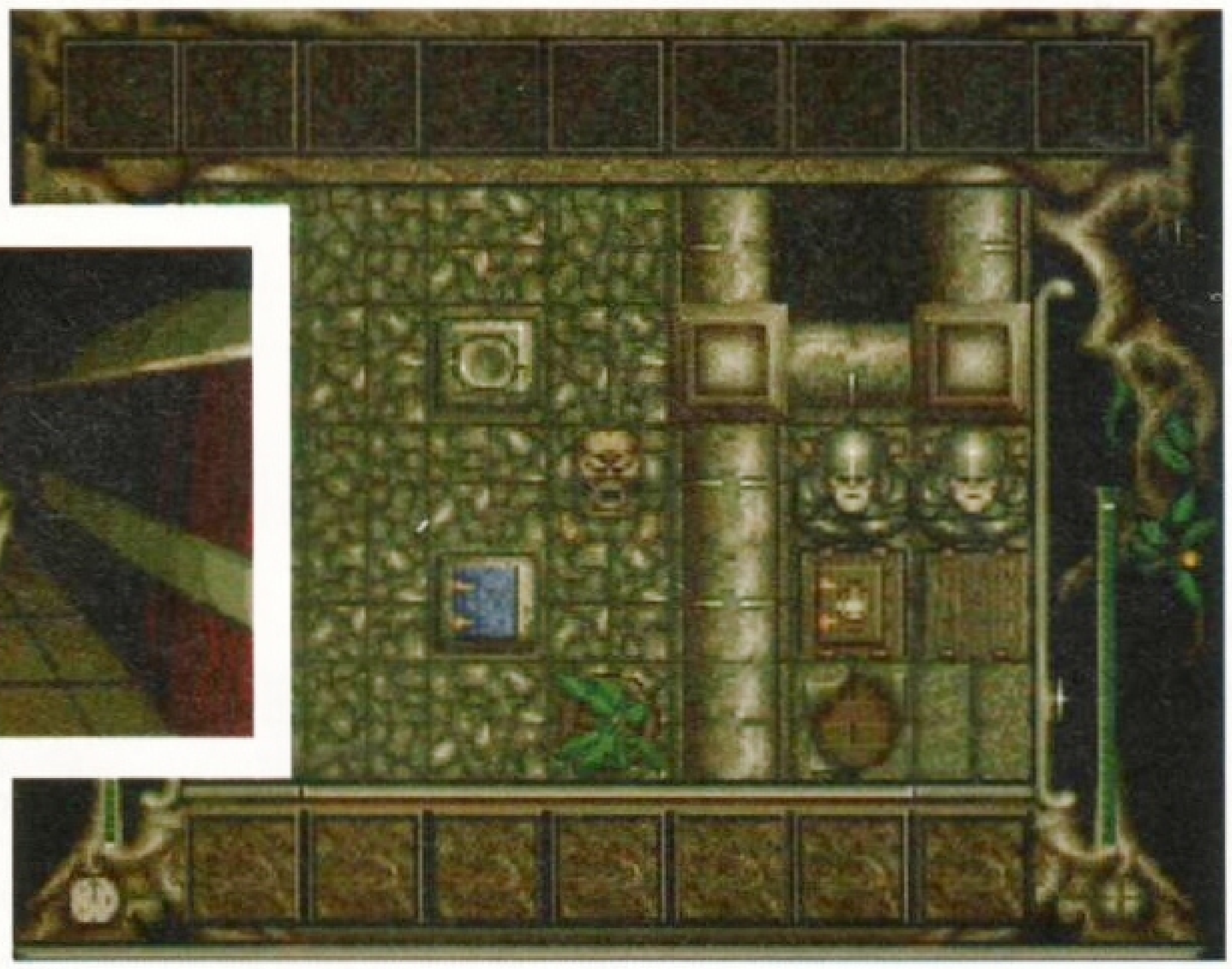
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Steve McGill checks out Vulcan's brand new fetch-and-carry game and finds himself plagued with an unnerving desire to iron his underpants and fold his jimjams.

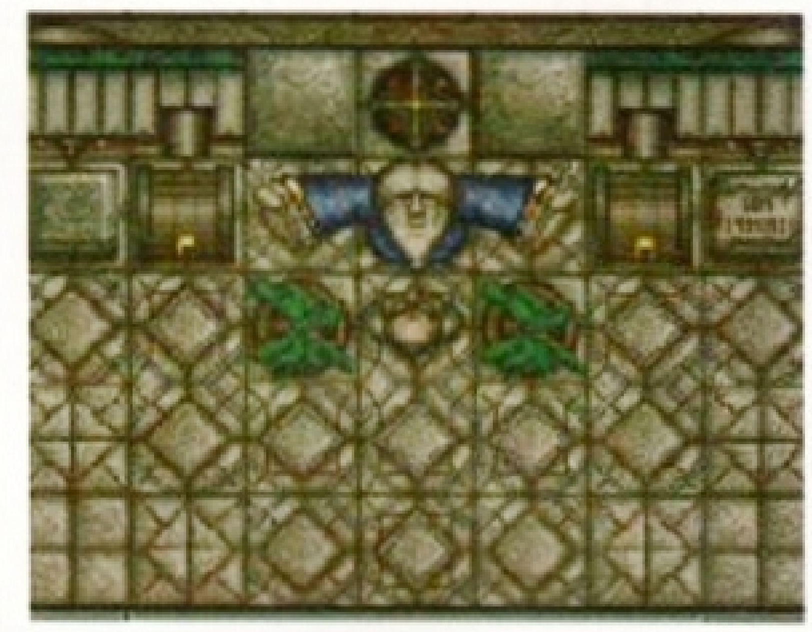
Valhalla, Before The War



This bloke looks like a skinhead in front of a Union Jack in this picture. SPOOK!



At the beginning of the fourth level you have to fetch and serve ale for some soldiers. Would you find that a thrill in real life? Why should it be fun here?



The main task of the first level is to despatch this chap. But first you have to assemble the ingredients of a spell.

In Thirties Italy, unemployment was dangerously high. Every politician knows that too many idle hands can lead to the overthrow of a ruling government. Therefore, in an attempt to stem the potential threat of insurrection, Mussolini drew up a brilliant plan – employ teams of men to build walls systematically throughout Italy. The specious logic being that, rather than feel resentful toward their mighty rulers, having something to occupy their time and minds would make them happy, verging on grateful.

The only downside, of course, was that the country would soon fill up with useless brick walls. But Mussolini's genius knew no bounds. To prevent a veritable explosion in the pointless brick wall population, he employed other teams of men to pull down the newly built structures. Sheer excellence.

By now you might be wondering what all of this has got to do with *Valhalla, Before The War*? Not much, other than the pointlessness and never-ending tediousness of the gameplay.

There are four large levels – The Castle, The Dungeons, The Gallery and The King's Chamber. Within each, the player has to do the same thing – explore the bounds of the level, check out all the objects lying around, check out the pieces of furniture, and solve the logical puzzles to get to the next level.

Struck speechless

The first *Valhalla* was hailed as the world's only speech-based graphic adventure. The character you controlled spoke in a squeakily annoying voice that couldn't be turned off. And instant death awaited you every other footstep.

Thankfully, these problems have been addressed. You can limit the amount of speech and now death only lies in areas that are mostly obvious. But that leaves the basic problem exposed.

This is a fetch-and-carry game. It feels as if a best friend's invited you to their house and roped you into doing the cleaning or something. Now, some people might enjoy this time-consuming shuffling of goods and items all over the place. Good luck to them. They probably iron creases in their jeans too.

But anyone who's in the market for a real adventure are better catered for by *Bloodnet*. It has an involving plot, a believable background (*Valhalla* has a medieval setting despite the inclusion of lasers, grinding machines, electric lights and imaginable character interaction.

Sane people should give *Valhalla, Before The War* a miss.

GRAPHICS: 7 out of 10
Nice shading, although a bit monochromatic.

SOUND: 7 out of 10
The speech is of a reasonable quality.

ADDICTION: 4 out of 10
Not at all addictive.

PLAYABILITY: 4 out of 10
Sluggish, cumbersome mechanics.

Valhalla, Before The War

Publisher:	Vulcan Software 01705 670269
Price:	£34.99
Versions:	A500/A600/A1200/A3000/A4000
System requirements:	1Mb
Release date:	Out now

VERDICT:
A throwback to the bad old days of the early Eighties.

OVERALL SCORE
40%


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Steve McGill takes the latest CD32 racing game for a spin and puts a brand new Psygnosis platform offering through its 32-bit paces...

CD32 Games



BUMP 'N' BURN

Grandslam ■ 0181 680 7044 ■ £29.99

Bump 'n' Burn tries hard to be the Amiga/CD32 equivalent of *Super Mario Kart* on the SNES. But it fails, not miserably, but it fails nevertheless.

The driving perspective is the same as any of the *Lotus* games. Although it most closely resembles the first due to the race taking place over circuits rather than stages.

Unfortunately, *Bump 'n' Burn*'s biggest fault lies with the size of the circuits compared to the number of competitors. Due to the small, tight dimensions of the circuits on *Mario Kart*, no matter where you are in the field, there's always someone either just ahead of you or in your slipstream. Therefore, you're always in conflict, and by definition, doing something that's mildly exciting and entertaining.

Not so with *Bump 'n' Burn*. While it's nigh on impossible to take a commanding lead due to the way the competing cars have been programmed, it's all too easy to completely get out of touch with the rest of the field if you make fairly simple mistakes and drop behind. Consequently, a lot of time is spent scenery watching while you pootle round trying to catch up.

Consider also that there are only seven tracks to race on. Compare that to the 32 of the original *Lotus* which had nice, well-designed circuits with 20 cars keeping a reasonable spread throughout the race and thus maintaining an even challenge.

The message is simple. If you own a CD32 and are in the market for a top driving game, avoid *Bump 'n' Burn* and go for the *Lotus Trilogy* from Gremlin instead. It will last you longer and represents far better value for money.

70%



Imagine, if you can, *Lotus* meeting *Mario Kart* at the race track, then pretending to be *Wacky Races*. That's exactly what *Bump 'n' Burn* fails to do.

ZAPPO COMPATIBILITY

Flink and *Bump 'n' Burn* both work with the Zappo CD drive.

FLINK

Psygnosis ■ 0151 709 5755 ■ £20

This is an incredibly pretty platformer with lots of lovely parallax backgrounds and strange creatures inhabiting a surreal magical world.

Collect ingredients, build up magic energy by jumping on enemies' heads and cast spells. The spell-casting can aid in the fight against the nefarious denizens of the enchanted world, but more importantly it can help Flink gain access to the secret zones and metaphysical worlds.

In all, it's a nice attempt at injecting some interesting intriguing puzzley gameplay. Distractingly, some of the most annoying mechanics that can be put into a platformer are evident here – pixel-perfect jumps and instant death if said leaps aren't executed competently. Considering that a lot of the charm of the game and the incentive to play it, lies in using the spells, instant death for a minor mechanical mishap isn't appreciated. It detracts from the appeal that *Flink* undoubtedly has and casts a dark shadow on its addiction factor.

If you can live with that, then you'll find that there's much of *Flink* that will appeal in a gentle, nothing-outstanding, kind of a way.



71%



There are no passwords for *Flink*, but you can set the number of continues to a maximum of five. Once they're used up, it's back to the beginning.

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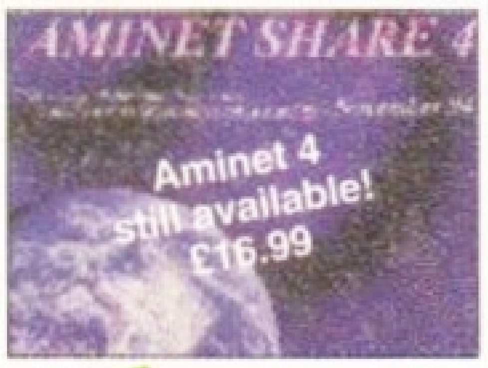
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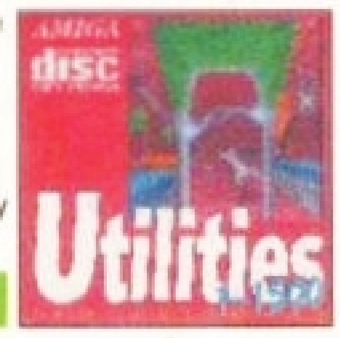
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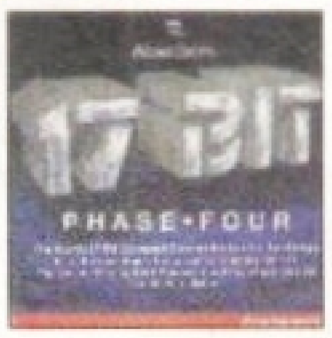


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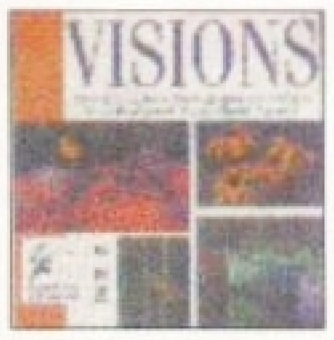


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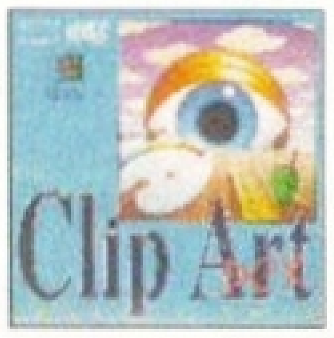
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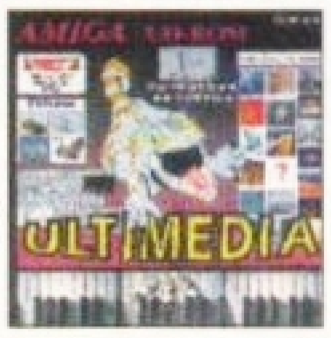


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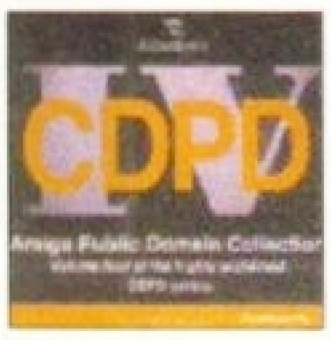
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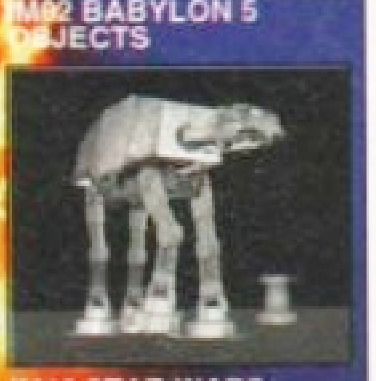
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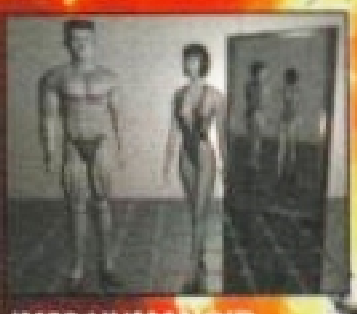
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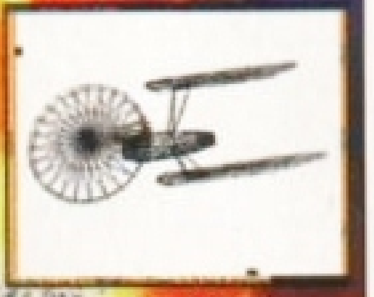
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Here is a collection of the highest quality sound samples available. These are a selection taken from a professional musician's personal compendium. The samples will work with most of the leading sequencers such as Octamed, Music X, Bars and Pipes, MED, Pro-tracker and other programs such as demo creators (Videotracker etc). They are in IFF format and most were sampled at around 33MHz. Please feel free to "break up" the disks: i.e. if you only want one synth disk then choose only one synth disk.

Sample	Disks	Sample	Disks
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Cars/Transport	1 Disk	Robot Sounds	2 Disks
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Steve Bradley peruses the latest batch of re-releases and discovers a set of classic war games and an old trading favourite...

Re-Releases



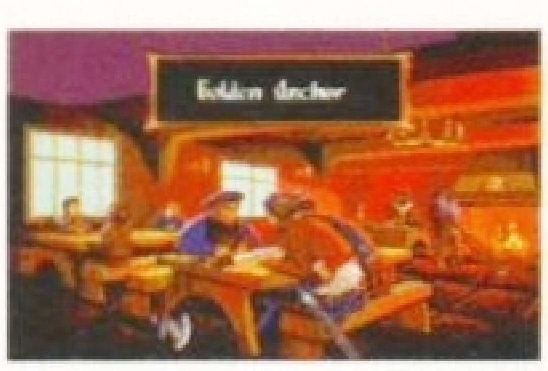
Point and click your way through a trading world of smocks, funny hats, and high seas.

THE PATRICIAN

Daze 0171-372 7435
£16.99 ■ *AF51* 89%

Trading on the high seas hundreds of years ago remains a popular subject for computer games. *The Patrician* takes you back some six centuries to a time when people wore smocks, sailed the seas in dodgy wooden boats and computers were but a twinkle in Leonardo da Vinci's eye.

This is standard point 'n' click adventure fare, though well-executed. Hire and fire chaps, buy and sell goods and attempt to become a rather richer merchant than you were when you started. But do turn the music off.





COMBAT CLASSICS 3

Empire ■ 0181-343 7337 ■ £29.99
Campaign *AF41* 79%
HistoryLine 1914-1918 *AF43* 94%
Gunship 2000 *AF49* 94%

Fans of war and death applaud with an unnecessary amount of fervour as the third incarnation of the *Combat Classics* series arrives in a tank. And a big one at that. *Campaign, HistoryLine 1914-1918* and *Gunship 2000* line up for inspection. Atteeeensheeeyon, as the military types say.







TOP: Tanks a lot. *Campaign* is a complex game which is surprisingly easy to get in to.
CENTRE: The more stripes you have on your arm, the better your helicopter is in *Gunship 2000*.
BOTTOM: *HistoryLine 1914-1918* – a well-researched and historically accurate war game.

Campaign is an extremely detailed, 3D strategy sim – the sort of war game which involves more mind blowing than mine blowing. The battles are all set in the Second World War and these in turn are split into various campaigns. *Campaign* is a hugely complex game, yet it's also surprisingly easy to settle into and find your way around, largely due to the decent control system and yes, a very helpful manual.

You can let your Amiga take over at various points to get on with the actual business of killing folk, but should you opt for manual control, then you can involve yourself in some solid 3D blasting. Much fun for the committed monger of wars.

On the line

Stepping back a war is *HistoryLine 1914-1918*, Blue Byte's French-German encounter. You can choose to be either nationality and there's also a fulsome two-player head-to-head option. *HistoryLine* is less text-heavy than *Campaign* and the action is turn based, so while one player fires, the other moves across an overhead-viewed scrolling landscape.

When the move is completed, the players swap and off you go again. Control is via stick, mouse or keyboard and it comes on a stonking seven disks making you realise that hard drives truly are handy things.

There's a wealth of detail, it's all well researched and historically accurate and more accessible than most strategy fare for the casual gamer. Most excellent, indeed.

On the fly

Surely the finest Amiga helicopter simulation to date, *Gunship 2000* affords you the opportunity to rise through the ranks of the American army, and the further you progress in your military career, the better the whirly bird you get to fly.

Thankfully, a generous offer of No Crashes enables you to develop the skills to fly the darned things – once mastered, the game becomes infinitely more satisfying. Weapons are plentiful and they include Cannons, Hellfires, Hydras and Sidearms – a gunner can also be used to help out when things get overly sticky.

The campaign areas are the Persian Gulf and Central Europe – where better to unload the odd Hellstreak. Oh yes, this is a fine flight simulator.

Combat Classics 3 is a decent compilation and although *Campaign* may be a tad ponderous for some it remains a worthy purchase.

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AF March

NEXT MONTH!
Mortal Kombat II special: the fatalities, babalities and friendships from this brilliant beat-em-up!





SEND IT IN
If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. Or better still, send it on disk.

Steve Bradley rounds up another selection of readers' hints, tips and cheats to help you preserve your game-playing sanity...

GameBusters

CHRISTMAS LEMMINGS 94
Jonathan Warburton has painstakingly played through this Christmas cracker to bring you a host of codes. Here goes.



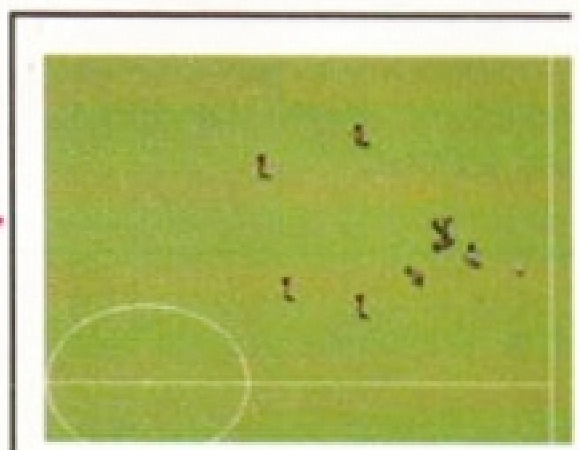
It's snow joke when you get stuck on a level of *Christmas Lemmings*. But don't punish yourself, check out these level codes to put the pesky little critters in their place.

Frost 94
1. **NO CODE:** THE CHAINS OF COMMAND
2. **IJRLDLCCCN:** SKI JUMP
3. **NRLDLCCDCM:** CINDYLAND
4. **RLDLCINECD:** SEPARATE WAYS
5. **LDLCAJVFCM:** LEMMING REUNIFICATION
6. **DLCIJVLGCF:** THE LAND OF THE BIZARRE
7. **LCANVLDHCS:** HAPPY NEW YEAR
8. **CINVLDLICL:** DIVISION BELL
9. **CAJRMDLJCN:** THE QUEST FOR KIERAN
10. **IJRMDLCKCG:** FOUR PLAY
11. **NRMDLCALCD:** MAYBE NOT SUCH A DODDLE
12. **RMDLCINMCM:** IT'S BOXING DAY
13. **MDLCAJVNCF:** TWO MINUTES BEFORE MIDNIGHT
14. **DLCIJVMOCO:** AND A HAPPY NEW YEAR II
15. **LCANVMDPCL:** PLETHORA OF PRESENTS
16. **CINVMDLQCE:** UP ON THE ROOFTOPS

Hail 94
1. **CAJRLFLBDH:** GO THATAWAY
2. **IJRLFLCCGQ:** BREAK ON THROUGH
3. **NRLFLCADDN:** AND A HAPPY NEW YEAR
4. **RLFLCINEDG:** LEMMINTASCHEN
5. **LFLCAJVFDP:** GET THE POINT
6. **FLCIJVLGDI:** SURPRISE PACKAGE
7. **LCANVLFHDF:** STEEL ICE SPAN
8. **CINVLFLIDO:** SIR EDMUND HILEMMING
9. **CAJRMFLJDQ:** UP, UP AND AWAY
10. **IJRMFLCKDJ:** LEMMY IN THE COLD, COLD GROUND
11. **NRMFLCALDJ:** EMMINGS! (NO L)
12. **RMFLCINMDP:** MERRY CHRISTMAZE
13. **MFLCAJVNDI:** THE POLAR EXPEDITION
14. **FLCIJVMODR:** RENDEZVOUS II
15. **LCANVMFPDO:** STEEL BLOCK PARTY
16. **CINVMFLQDH:** PEAK OF PERFORMANCE

Flurry 93
1. **NO CODE:** CLIMBING TO THE TOP
2. **KJRLDMCCES:** FLOATING LEMMING FURY
3. **NRLDMCADEN:** HOLIDAY MINING
4. **RLDMCINEEG:** LEMMING TRACKS IN THE SNOW
5. **LDMCAJVFEP:** CHRISTMAS SOUTH OF THE EQUATOR
6. **DMCIJVLGEI:** LEMMING SNOWFALL
7. **MCANVLDHEF:** LEMMING SNOWJOURN
8. **CINVLDMIEO:** CLOUDS OF LEMMINGS

Continued overleaf ➡



SWOS
Reviewed ***AF67*** **95%**
Renegade 0171 481 9214

There's a minute to go in **Sensible World Of Soccer**. You're losing 1-0. What do you do? C Hinchcliffe of Huddersfield suggests you press the W key to end the game, gaining you two goals and losing one in the process. You happily settle for a 2-2 draw. Bloody cheat.

HELPING HAND
Beaten, baffled, bamboozled? Don't hurl that joystick against the wall in despair, write to Steve Bradley for help.

TURRICAN TOO HARD
I've been slogging away at *Turrican II* for ages. Have you got any cheats to make life easier?
Martin McClellan, Rochdale

When the title screen appears, press Help to get to the music menu, press 4 to stop the music, then press 2. After about 10 seconds of music, press the Escape key twice. You can now start the game with infinite lives.



Turrican II is a tricky sort of affair. But not if you've got infinite lives.

LINE UP
I recently bought *History Line 1914-1918*. Can you give me any passwords to help with the one-player game?
Richard Atkins, Newquay

Certainly. Here's the German codes: 1. PULSE. 2. CIVIL. 3. MOUSE. 4. VENOM. 5. NOISE. 6. RIGHT. 7. ORKAN. 8. FRONT. 9. RATIO. 10. PARTS. 11. PLANE. 12. FLAME. 13. GOTHA. 14. BALON. 15. PAUSE. 16. ELITE. 17. INFRA. 18. KILLS. 19. COBRA. 20. ATLAS. 21. AMPER. 22. RHEIN. 23. CANDL. 24. STERN.
And now for the Allied codes: 1. BATTLE. 2. GOOSE. 3. SPORT. 4. BIMBO. 5. TEMPO. 6. BARON. 7. BUMMN. 8. LEVEL. 9. TOXIN. 10. PRINC. 11. CLEAN. 12. XENON. 13. SIGNS. 14. HOUSE. 15. SIGMA. 16. SEVEN. 17. ZOMBI. 18. MOVES. 19. BLADE. 20. ZORRO. 21. STONE. 22. MOSEL. 23. ORDER. 24. SODOM.



British officer: "Did you come to die?"
Australian officer: "No, I came yesterdie."

YO! WAYNE
Have you got any cheats for extra credits in *Yo! Joe!*?
Wayne Petzler, Ettalong, Australia

Continued overleaf ➡

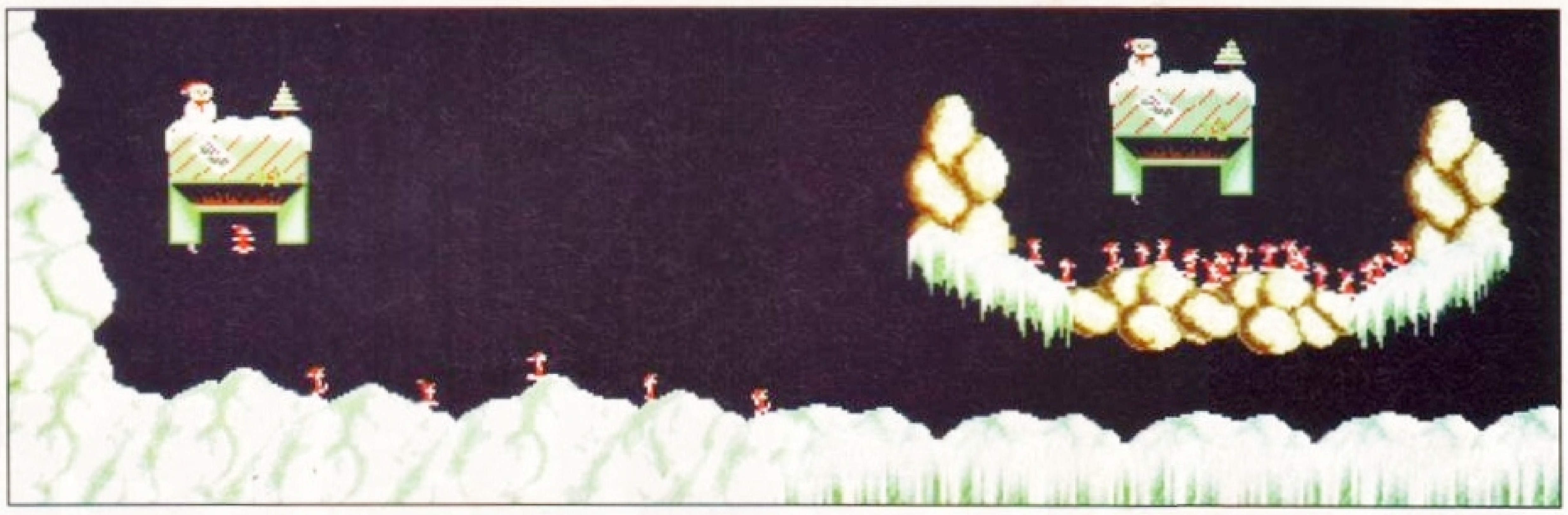


PREMIER MANAGER 3

Reviewed *AF66* 85%
Gremlin: 0114 2753423

Here's a couple of cheats for **Premier Manager 3** from Jamie Bevis in Sleaford. Dial 343343 and you receive the princely sum of £100,000.

To make all your players equally good with both feet, dial 400040.



If you're wondering where this level is on *Christmas Lemmings*, the answer is it, er, isn't. *AF* Deputy Art editor Frank Bartucca has stuck together two pictures from different levels – some might call this artistic licence. Less charitable souls would call it a mistake. Doh!

⬅ 9. **CAJRMDMJEQ:** A BLOCK FROM HOME
10. **IJRMDMCKEJ:** 32 LEMMINGS BELOW ZERO
11. **NRMDMCALEG:** AT HOME IN A CAVE
12. **RMDMCINMEP:** PRESENTS OF MIND
13. **MDMCAJVNEI:** YO-YO LEM-LEM
14. **DMCIJVMOER:** MARSHMALLOW LAND
15. **MCANVMDPEO:** HEAD FOR THE HILLS
16. **CINVMDMQEH:** THE LONG WAY ROUND

Blizzard 93

1. **CAJRLFMBFK:** OOGI LEMMING
2. **IJRLFMCCFD:** LEMMINGS UP HIGH
3. **NRLFMCADFQ:** CHECK YOUR HINTS
4. **RLFMCINEFJ:** SANTUS LEMMINGSUS
5. **LFMCAJVFFS:** IT CAME UPON A LEMNIGHT CLEAR
6. **FMCIJVLGFL:** A SINGLE LEMMING
7. **MCANVLFHFI:** BREAK ON THROUGH
8. **CINVLFMIFR:** PRESENTS OF MIND II
9. **CAJRMFMJFD:** LEMMINGS THE MOTION PICTURE
10. **IJRMFMCKFM:** THE WRATH OF LEM
11. **NRMFMCALFJ:** THE SEARCH FOR LEM
12. **RMFMCINMFS:** THE VOYAGE HOME
13. **MFMCAJVNFL:** THE FINAL FRONTIER
14. **FMCIJVMOFE:** THE UNDISCOVERED COUNTRY
15. **MCANVMFPFR:** THE NEEDS OF MANY
16. **CINVMFMQFK:** THE NEXT GENERATION

Cheerio, bye, ta ta

MAKING IT ALL THEME SO EASY

***Theme Park* remains one of the most popular games around and Richard Martin of Coalville imparts these words of wisdom about the R and D screens for your enlightenment.**

1. Improving your rides

If you put your ride-improvement vat up to full (9999) for about two or three months and then put it back to zero, you find that your rides keep on improving for about six more months without you having to pay anything. The cheat stops if you go to the Sandbox level, but when your rides stop improving you can reactivate the cheat by doing the same thing again.

2. Getting every ride FREE

Step One: Make enough money for lots of research.
Step Two: Go to the Sim or Full game option if you are on the Sandbox level.



Step Three: Put the Shop research up to full (9999).
Step Four: Wait. If you find yourself short of cash then put the Shop research down to nought. Always keep the research vat at 9999 or zero – never put it anywhere in-between.
Step Five: When you eventually get the arcades, don't turn off the Shop research. Wait for one more month.
Step Six: After you have waited, go to the Rides screen and you should find that you have every ride.

3. Getting every single shop FREE

Follow the instructions as for the last cheat but instead of researching Rides, research Improving Your Staff.

4. The Cheap Rubber Tubing Cheat.

If you want a Rubber Tubing ride but haven't got the cash for a big one, then simply open a small one and, while it is open, extend it to as large a size as you want – you won't have to pay any extra.

A tip to make the people happy – at the park entrance, use one-way arrows to guide the people to a long Rubber Tubing ride. If you disconnect the ride just before the end, the people go backwards through the ride circuit, doubling the length of their experience. Hey presto. Pleased folk.

⬅ *To give your players a full complement of weapons, type in WELTRAUMKAKALAKEN. The screen should flash red. You will also be able to operate the following cheats: press the J key for an extra life, the / key to delete a life (great!) and Y to skip a level.*

AN 'ARROWING EXPERIENCE

Hello. I've had *The Adventures Of Robin Hood* for ages but can't seem to get anywhere. Have you got any cheats to help me along?

F Tucker, Lincoln

Prepare for some top glen-riding activity. At any time during the game, press and hold down the ALT key and type in the following codes:
103 – Marion falls in love with Robin.
213 – move to the island near Little John.
214 – move to the spring near wizard.
370 – outlaw stag hunting.
371 – outlaw merry men.
372 – outlaw Robin Hood.
373 – put a price on Robin's head.
441 – cycle through seasons.
659 – entice the merry men to join up.
828 – legalise Robin Hood.

STRIKE OF LUCK

Help! Have you got any level codes for *Jungle Strike*?

Terry Jackson, Pontypool

Thanks to DB Ellis BFPO for the following codes:

Washington DC – RX6MHPCFVNK
Sub hunt – 9XWS6MHCY9L



Give your 'copter a fighting chance with the *Jungle Strike* level codes.

Training ground – XTGFDY39767
Night strike – V6DRLPCJRTR
Puloso city – W7N4MJY3T6T
Snow fortress – TNPF9XT7NHM
River raid – 73SPC39XV4X
Return home – N4JRTPZJFRH
Win screen – L6HGZXT7NH4.

LEND A HAND

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll try our best to print it.

Send it to: HELPING HANDS, Amiga Format, 30 Monmouth Street, Bath, Avon BA12 2BW.

UFO

ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR



AVAILABLE FOR A1200, A500, CD32 AND IBM PC

"This is the best game I've ever seen" 97%

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

S T R A T E G Y MICROPROSE

PK01 Visions Backgrounds

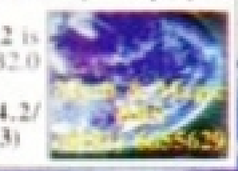


This is a stunning carefuly selected from the Visions cdrom, Idea for video production work or use as workbench 2.0/3.0 backgrounds. 640x480 & 800x600 resolutions. Placed on 5 packed disks for only £10.00

Spectrum Emulator

❑ V1531 SPECIE (AGA) v1.35 Superfast NEW version on A1200/4000
❑ V1257 Games Volumes 1-4 (4)
❑ V1261 Games Volumes 5-8 (4)
❑ V1338 Games Volumes 9-12 (4)
❑ MEGALOSOUND Now convert old tape games to your Amiga. £34.99

NComm3 or Term v4.2



❑ ^+ V0979 NCOMM3 - Used by most people, very simple to use.
❑ ^* V1672 TERM v4.2 is the most powerfu, Req WB2.0 and a hard drive. (3)
❑ ^* V1675 TERM v4.2/030 version, Req WB2.0 (3)

FEAR Preview (Doom Style)

By BOMB Soft, is the closest thing to the real PC game DOOM, You can select between 4 weapons, 3 at the start! hand Gun, Shot Gun, & machine gun. The idea is to shoot all the monsters encountered within the maze. £2.00

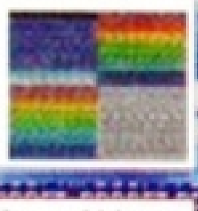
Communications and The Net



all the software you need to get yourself connected to the internet, aminet or just a BBS. Contains AMITCP v3.0, MOSAIC, and all the latest archivers and unarchivers needed to use the stuff you have downloaded. (5)

Illusions in 3D

(DISK VERSION)



A specialy picked selection of sterogram pictures & shareware version of StereoCAD. This five disk pack will make up for not having a CDROM drive. Can you see them. (5)

MAGIC WORKBENCH

❑ ^* **V1200 MAGIC WORKBENCH**
This is what YOU have always been looking for. It is NOT just another useless Icon compilation!+ It's far more different. All standard system icons and more painted.
❑ ^+ **V1515 TREV'S MUI PIC'S**
A set of backdrop pictures aimed at those using Magic WB but they are fine for normal WB as long as you adjust the palette.
❑ ^+ **V1521 MODULE PLAY V3.3**
Will generate & maintain graphical user interfaces. With the aid of a preferences program, the user has the ability to customize the outfit according to his personal taste
❑ ^* **V1537 MAGICCX V1.0**
is the definite commodity/system enhancer for any Amiga running OS 2.x or better. It is a powerful & flexible system. Utilizes power-ful gadget layout library Plenty of features.
❑ ^^ **V1552 MAGIC USER INTERFACE**
is an object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life much easier.
❑ ^* **V1569 MAGIC EXPANSION v1.3**
Exp& either MUI or MagicWB users. There are plenty of extra colour icons & backdrops
❑ ^+ **V1588 MAGIC WB EXTRAS 1**
Many icons for MagicWB. These icons enhance your W/B by using a special colour scheme and by adding new fonts to your workbench as well. (2)
❑ ^+ **V1605 MAGIC WB EXTRAS 2**
more extra icons for users of MagicWB. (2)
❑ ^+ **V1607 MAGIC WB EXTRAS 3**
more extra icons for users of MagicWB. (2).
❑ ^+ **V1609 BACKGROUND KIT**
It consists of many new background patterns for your Workbench and also a tool which is designed to randomly select new back-grounds from a list of your favourites so that your workbench is never the same!.

NEW UTILITIES

❑ ^+ **V1509 PRO-GAMBLE V1.0**
is a horse racing prediction system thats easy to use and accurate in it's predictions.
❑ ^^ **V1512 256 COLOUR ICONS**
This disk is full of lovely colourfull icons for use in WB3 only as they are 256 colour images. Draws, tools & project types.
❑ ^+ **V1513 SCION V3.13**
Aa geneaology application. It provides all you need to build up a computer database of your entire family tree and all the relating details.
❑ ^+ **V1514 ABC PATTERNS**
For those of you who get a little bored with the old plain grey Workbench, here is a disk full of all the WB patterns and screens. Good.
❑ ^+ **V1516 TERM V4.0**
The latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available. (2)
❑ ^+ **V1518 APOLLO 11**
A very informative hypertext book all about the famous Apollo 11 mission which allowed man to set foot on the Moon. Stacks of information interspersed with photos, documents and diagrams. Very good (2)
❑ ^+ **V1522 VIRTUAL WORLDS**
An adv creator for which you need no programming knowledge to create worlds. an easy to use point and click interface, you can design an entire adventure without having to type in a single line of code.
❑ ^+ **V1523 RELOKICK V1.41**
Howdi doodlely doooo Amiga freaks! It's ANOTHER(!) version of ReloKick.
❑ ^^ **V1532 RAYTRACED ALIENS**
HAM of a Profiles of the Alien.
❑ ^^ **V1534 ICONIAN V1.97**
An icon editor with all the functions of IconEdit under OS3.0, plus more. Features: Support for sizable windows and custom fonts
❑ ^^ **V1535 (AGA) JPEGAGA**
Highest quality JPEG viewer (if a map-file for that picture is available) uses the HAM8-mode
❑ ^* **V1538 MASS ICON ALTER**
allows manipulation of many icons all at once.
❑ ^* **V1541 VMEM & VMM**
VMEM v1.0 Release 1 VIRTUAL MEMORY SYSTEM for ALL Amigas with WB2 or above. **VMM v2.0** is a virtual memory manager for any Amiga with a 68030 or 68040 processor.
❑ ^^ **V1542 SIRD. STEREOGRAM**
(V3.8) The dots (which seem random) are calculated in such a way that if you focus behind the picture (monitor,etc), you will see a 3D pic with a real feeling of depth. AGA
❑ ^+ **V1544 MANAGECDPICS**
Ccataloger that allows you to create picture-databases and easily view the pictures.
❑ ^+ **V1546 MN3A v1.2**
Design program used to calculate currents, impedance, and fields of wire antennas. The wires may contain lumped-constant loads.
❑ ^* **V1548 PRO-WIZARD V2.0**
is a multi-converter for Amiga music files packed with tools like NoisePacker, ProPacker, etc. It converts all these weird formats.
❑ ^^ **V1554 IMAGINE BUDDY SYS**
THE IMAGINE BUDDY SYSTEM is an excellent new addod for Imagine 2.0 (2)
❑ ^+ **V1556 IMAGE STUDIO v1.1**
Has been written for the casual graphics user who wishes to convert or manipulate various graphic formats on almost all amiga machines.
❑ ^* **V1559 TOATERS TEXTURES**
Contains four Reflection Maps, Two Bump Maps, Nineteen Surfaces and much more.
❑ ^* **V1560 BIG DUMMYS GUIDE TO THE INTERNET**
The first edition of the book By Adam Gaffin
❑ ^+ **V1561 RADIO JINGLES**
A set of IFF sound samples which are radio jingles. Some have melodies and some are simply voices saying things like The UKs Number 1! etc.
❑ ^+ **V1563 URBAN SHAKEDOWN**
Well here we have six whole disks crammed full of sound samples. These samples are nearly all loops which can be used to provide the beat to a modules. Around 10 to 20 samples. (6)
❑ ^+ **V1570 IMAGINE FONTS**
Aimed at those who use Imagine 3.0. Contains about twenty Adobe fonts for your own use. (4)
❑ ^+ **V1574 KIDS DISK 4**
This disk gives you everything you need to view books created using Kids DTP 2.
❑ ^+ **V1576 ANIMAL LAND**
aimed at children aged roughly between 4-6. The aim of the game is to guess where certain animals live by pressing the correct number.
❑ ^+ **V1584 A TO Z PAINT PAD**
For learning the alphabet & how to use computers as well. Basically it is a colouring book. A picture for each letter of the alphabet which can be filled in with the mouse.
❑ ^+ **V1585 ARTISTIX**
This children's art studio is an art package ideal for the kids. There are loads of options. In fact there is everything that most full blown applications have but in a limited form.
❑ ^+ **V1586 COMMS GUIDE V1.1**
An AmigaGuide (hypertext) document all about the world of Comms. It includes information on hardware, how to connect to BBSs and everything you ever wanted to know about.
❑ ^+ **V1590 SECURITY**
Tool for protecting your Amiga. This utility is designed to prevent any Tom Dick or Harry from switching your Amiga on and destroying files or looking at things they should not.
❑ ^+ **V1591 PAINT IT**
Simple art package which is aimed manly at children. The only thing that this program can do is fill sections with colour. Supplied on the disk are several pictures ready to be coloured in.
❑ ^+ **V1593 EPU STAKKER V1.7**
Yes you can now double space your hard drive using EPU. This tool will compress everything written to the hard drive and decompress it as it is used. Entire process is invisible to the user.
❑ ^+ **V1594 DJ JINGLES**
This is a set of three disks all packed full of IFF sound samples of radio / DJ jingles. (3)
❑ ^+ **V1602 ASSIGN MANAGER**
A very useful utility for your workbench, a system preferences program for organising and sorting your Assign. included on this disk is Assigns 1.1 which does much the same thing. These therefore eliminate the need for tens of lines in your User-startup.
❑ ^+ **V1603 BACK TO BACK**
Utls on this compilation: PCRestore is a tool for transferring files between a pc and Amiga. Address Manager 2.0, EditKeys allows you to design and save your very own keymaps.
❑ ^+ **V1604 DESKTOP MAGIC V2.0**
This Stops monitor burn in by popping up an animation when the machine is left on without being used. Also there are features which allow the introduction of sound effects to your W/B
❑ ^+ **V1610 MYSTERONS FX**
A very good set of sound effects. These sound samples (saved IFF) range in subject. None of these are really intended for musical use but more for games. All the FX are silly sounds (pops boings etc).
❑ ^+ **V1611 SNOOPDOS V3.0**
will log all the dos/library calls and more when you run a program. This is handy for both the programmer and the beginner. For example; Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?
❑ ^+ **V1612 DPAINT BUDDY**
A clever utility which workss with Dpaint to bring you a help system for the program. Simply select from the Dpaint menu bar and each option is described in detail. (2)
❑ ^+ **V1614 PHONE LOCATOR**
A very good and amazingly useful utility which will not only tell you the location of an STD code throughout the UK in 1995. Superb.
❑ ^+ **V1615 SATURNE MODULES**
The first part in the series. This disk has four noise tracker modules (power packed) which are indeed very origanal as well as good. (2)
❑ ^+ **V1617 CHEATS V3.0**
An excellent set of game cheats and solutions which are presented with good graphics and amusing sound effects taken from films and cartoons. Several good solutions for some quite recent adventures here.
❑ ^+ **V161 DUST 3D SPECIAL EFFECTS**
Dust is a programm which manipules 3d-objects. It reads in one object and creates a sequence of new objects.
❑ ^+ **V1619 CPK**
An interesting utility which renders spheres. create chemistry diagrams involving molecular structures.
❑ ^+ **V1620 NIGHT MATHS ATTACK**
Teaches the four basic skills of maths, addition, subtraction, multiplication and division.
❑ ^+ **V1621 TEE TO GREEN**
This is a database for Golf players. It will allow you to record everything to with your game.
❑ ^+ **V1622 MAP DESIGNER V2.0A**
This utility is used to design and create maps for use in applications such as Amos. Easy to use.
❑ ^+ **V1623 GAS TRICK**
This is a little utility which is designed to take the hassle out of caculating the state of your Gas bill.
❑ ^+ **V1624 CHEATS V1.0**
is simply a text file full of game cheats and Action Replay pokes, well over 500 Amiga games
❑ ^+ **V1625 LOCKUP V3.6**
This is a simple utility which prevents anyone other than the password holder from accessing Workbench. Easily installable. Very good.
❑ ^+ **V1626 CHRISTMAS LABELS**
Contains exactly twenty Cristmas Labels. These come in the form of IFF graphics suitable for use in DPaint and similar applications. Great cartoons
❑ ^+ **V1627 PROTITLER**
This program has many great facilities for titling videos. This program is mainly for use with a genlock and it has some handy capabilities such as displaying a football score and clock for puting on footbal videos.
❑ ^+ **V1628 STAR TREK OBJECTS**
a stunning selection of Imagine objects for use with Imagine v2.0 or better.
❑ ^+ **V1629 IMAGINE OBJECTS 5**
a large amount of different Imagine objects for use with Imagine v2.0 or better
❑ ^+ **V1630 BABYLON 5 OBJECTS**
Yes the Babylon 5 Rendered space station with all it's special effects and stunning graphics.
❑ ^+ **V1631 ALIENS OBJECTS**
Even more Imagine 2.0 objects all featuring the alien and aliens film series.
❑ ^+ **V1633 WORKBENCH PATTERNS**
Loads of pretty workbench patterns. Some are colour some are black and white. So if you want to spice up your workbench add some patterns.
❑ ^+ **V1635 LOTTERY WINNER**
it didn't take very long for this one to pop up.
❑ ^+ **V1636 MENUS & MORE V3.12**
Versatile tool for creating menu systems. This can be applied to magazines, slideshows, demos.
❑ ^+ **V1637 BABYLON 5 OBJECTS 2**
a selection of Imagine 3.0 objects of Babylon 5
❑ ^+ **V1638 SPECCY WARGAMES**
All these games are wargames. They are all very well documented as well as ready to play.
❑ ^+ **V1639 STEREOCAD DEMO**
Make d stereogram pictues in colour. Features include User difinition of three sliced objects such as spheres, pyramids, tubes, stars and prisms.
❑ ^+ **V1641 SUPER KILLERS V10.0**
Contains the latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZII v1.07, and VT v2.67, Req LHA.
❑ ^+ **V1642 CDROM UPDATE!**
Contains the latest selection amicdfs, BTNtape v3.0, cdda112, CDPlay, Forceicon v1.6, FTPcdrom v2.11, mcdp, mkisofs v1.00, PlayCDDA, SASv1.1, SCDPlayer v1.2, SCSIUtils and YACDP v1.1
❑ ^+ **V1643 LIGHTWAVE OBJECTS**
Lightwave objects space objects, landscape objects, example scripts. objects not too complicated but still fun. AS1-2, CloudCover, enginefire, lazer, Mountain Circle2, NastyStation, Mountains, sky2, Station1, Station Chase, thing, ThingKills, UDgradient.b, WeirdCone.
❑ ^+ **V1644 UNDERWATER ROBOT**
An underwater robot-object made by Frank Aalbers for IMAGINE 2.9/3.0 This object was used for my animation-entrie of the SeaQuest competition by RTL+ and Commodore Germany. It's an object modeled with IMAGINE 2.9.
❑ ^+ **V1645 MANGA BABES**
Manga Babes, Sexy Female 3d Babes is a set of Shareware 3D objects designed for use with Impulse's Imagine raytracer, Autodesk's 3D Studio & any 3D program which reads DXF.
❑ ^+ **V1647 SECTOR EDITING UTILS**
Contains a selection of Sector, Track, Device and Binary editors, Spliters etc. Programs like AZap v2.21, Brik v2.0, bsplit v1.0, CacheIt v1.0, DeviceLock v1.2, Dfrags v3.12, NewZAP v3.3 and TrackdiskPrefs v1.0.
❑ ^^ **V1648 (AGA) WB 3.0 UTILS 08**
Contains a selection of utilities than can ONLY be used by Workbench 3.0 and above operating systems. Like AppPP v1.1, CARD10B, ChangeIcon, CloudsAGA v1.15, ColourRequester, Detex v1.0, LHA v1.38, LHArc v1.30, LHWarp v1.40, PaletteTool v1.4, Picticon v0.8, PictureClock 39.72, PST v1.0 & SwazInfo.
❑ ^+ **V1649 REFLEX**
Interesting program. It uses an artificial intelligence system to create a personaty for your Amiga.
❑ ^+ **V1651 MEMORY MUSIC**
MOTHER & MODULES
Contains three tunes & a version of the OctaMed player which can be executed from workbench. The tunes are of a high standard good samples.
❑ ^+ **V1653 (ST-00) MUSIC EXA #1/#2**
24 modules have been written by someone who wants to make music for games. If you need a soundtrack or just like the sound of this sort. (2)
❑ ^+ **V1655 PAULA: SIMPLY BLUE**
Eight great Octamed tunes. All Jazz related in some way although they do contrast in their styles.
❑ ^+ **V1656 AURAL ILLUSION JR**
Good sampling & editing system which can load 8 or 16 bit samples & store them as 16 bit samples, memory and can then perform actions.
❑ ^+ **V1659 MSDOS 4 AMIGADOS**
A very interesting utility which should be useful to anyone who uses both PCs/Amigas. The tool allows you to create a directory on which you can store MSDOS commands & then they can be used through the shell as if they were AmigaDos.
❑ ^^ **V1661 (AGA) NAT/ LOTTERY**
A national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week2week until it has sufficient data to make certain types of predictions or just a guess.
❑ ^+ **V1662 GAMES INSTALLER 2**
Contains a variety of hard disk installers for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Motal Kombat 2. Great.
❑ ^* **V1664 MAGIC WB EXTRAS 4**
This two disk set brings with it a whole load of great new icons for MagicWB users. There are drawers, tools, documents and also a whole bunch of patterns for your backdrops. Very good. (2)
❑ ^* **V1666 VIDEOTRACKER 2**
Easiest way to create music demos like the well known Jesus on E's. Videotracker takes a previously created music module, divides it into sections and then routines can be loaded and assigned to the different samples etc. Very good.
❑ ^+ **V1667 CHEAT LISTER V3.06**
This is one of the best cheat lists I have seen. The file is over 40,000 lines long and there are cheats for over 800 games! The files are displayed in AmigaGuide format for ease of use and there are also diagrams included for some cheats. (2)
❑ ^+ **V1669 TUDE V1.0**
The Ultimate Degrader is a very extensive & easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLI version so most people will have no trouble using it. A highly useful tool for all Amiga owners.
❑ ^+ **V1670 (ST-99) ALERT SAMPLES**
This small set of sound samples are all meant to be alert signals or alarms or siren or whatever you want to use them for.

LATEST GAMES

❑ ^ + **1060 STAR TREK: TNG**
This is a stratergy based Star Trek in which you control the Enterprice
❑ ^ + **1081 ULT STAR TREK**
This is probley the most famious of the games here with great graphics and sound.
❑ ^ + **3803 A DAY AT THE RACES**
In which you can run a horse racing stable with a selection of options. Run a stable of horses.
❑ ^ ^ **3804 (AGA) MEGABALL**
the best Amiga bat & bat game ever. New Bats, bricks, sounds extra levels.
❑ ^ + **3814 HIGH OCTANE!**
Stunner of a game in the vain of HotRod! You get an overhead view of the race course.
❑ ^ ^ **3819 (AGA) TO THE DEATH**
Just has to be purchased because its brilliant. The Best Karate type game around. Select various characters and special moves.
❑ ^ + **3820 DOG FIGHT**
BiPlane but with better graphics, sounds, extra long screen sizes, split screen play.
❑ ^ + **3841 KRILLIAN INCIDENT**
Take control of a federation starship & travel the known galaxies defending outposts from certain factions of the race called the Krill. similar to games such as Elite and Epic.
❑ ^ + **3844 MOOSE DRIVE**
Driving sim that is shown isometrically on the screen. cars are all 3D. Good game in which you not only race against the ever improving computer cars but also customise cars.
❑ ^ ^ **3864 (AGA) MISSILES**
You must defend your city of Xenon in this futuristic nuclear war game. First purchase all the weapons and defences that you need, then you have to shoot down the waves of enemy missiles which come in all shapes and sizes. Superb graphics & sound. (2)
❑ ^ ^ **3885 IMPERATOR**
A strategy game for one player in which you must conquer the world. Contend with barbarians, plagues, rival empires and your own commanders.
❑ ^ + **3897 TASKFORCE**
is in fact quite a complex, strategic war game in which you control a taskforce of five men.
❑ ^ + **3904 SOLAR LORDS**
An excellent war gaming game with loads of features like, personal rating, income per turn, credits, military power, luck rating, strategic power, science rating.
❑ ^ + **3918 STEWARDS ENQUIRY**
Ever played one of those horse racing games on an old 8 bit machine. Well this is just like those. Up to eight players can bet their money on horses which race before your very eyes.
❑ ^ + **3919 MINESWEEPER**
A classic puzzle game often found on Windows. You must uncover squares without hitting mines and try to work out the where abouts of the mines and marking them.
❑ ^ + **3920 TIMELESS EMPIRE**
A text adventure in which you can vertually decide the result yourself.
❑ ^ ^ **3942 PLANET FALL AGA**
Lunar Lander game. 2 levels of a great lunar lande, with nice sounds and fun action.
❑ ^ + **3944 MOONROCKS**
Recent news reports indicate a famous dead rock star has been sighted on the moon. Your mission, if you choose to accept it, is to find the rock star and land near him.
❑ ^ * **3945 SPHERES OF INFLUENCE**
Is a strategy game of galactic colonization (for one to eight players one of which must be human.) Hard drive installable. 1 Mb of CHIP
❑ ^+ **3946 MIND GAMES 4**
Jim's Video Poker v1.0, Lazymines v1.0, Mastermind v1.6, MineSweeper, Montana v1.2, NineMen v1.6, SCS v1.0, Washer, Ying&Yang.
❑ ^ + **3947 FOOTBALL MANAGER**
This is probably the best Football Manager game currently on the market. By Datasoft
❑ ^+ **3949 INDUSTRIAL ESPIONAGE**
1 - 4 players who each take on the role of a spy attempt-ing to steal secrets from a company. Along the way you must search rooms, plant bombs, shoot guards and access computer terminals in order to complete missions.
❑ ^ + **3950 SPLOGGY**
in the style of Super Mario, Brilliant GAME for all its nice colourful graphics and playability.
❑ ^^ **3958 (AGA) TETRIS DUEL**
This tetris clone. The graphics are very good and so is the gameplay. There are a few extra features such as bombs and other things that drop down.
❑ ^ ^ **3968 ERIC SCHWARTZ MORPHY THE MAGIC MAN AGA**
This AGA version has even better graphics but needs twice the memory. (4Mb)
❑ ^ + **3969 OVERLANDER**
Moonbuggy. You take control & must navigate the planets surface whilst shooting both ground & air targets.
❑ ^ ^ **3971 (AGA) BACMAN**
AGA pacman clone which uses the full 2 meg of your machine. quite good graphics.
❑ ^^ **3972 ZOMBIE APOCALYPSE 2**
Sequal & it is better. With improved graphics & sounds this game is even more gorey than it's origanal. is op/wolf style & is full of blood.
❑ ^ + **3973 KNIGHTS**
Adventure type arcade game for two players. You are each a knight who is patrolling the dungeons. There are many items to collect and if you see each other you can have a fight.
❑ ^+ **3974 BUCK TOOTH BOB'S JUNGLE ADVENTURE**
amusing platform shoot'em up. The idea is to blow as many birds and other jungle animals apart as possible with Bob's trusty double barralled shot gun!
❑ ^ + **3975 AUTOMOBILES**
A cute little racing game which is a bit like skidmarks but on a very small scale. The game can be played with up to three players at once, and loads of options like new tracks and different control methods. Great.
❑ ^+ **4007 STARWOIDS (2)**
Very well presented arcade game. The game is meant to be like StarWars. The actual gameplay itself is not quite as exiting but still very addictive. You have to thrust around in your X-Wing collecting troops on the ground.
❑ ^+ **4056 ARCHY'S MINIDASH**
old C-64 style Boulderdash clone, AdvancedMiniDash, and here is many new great features, like bombs, magic walls, arrows, etc. full editor, allows to use all features.
❑ ^+ **4066 MORIA v1.2.0**
is a single player dungeon simulation. choose from a number of races and classes when creating a character, then 'run' that character over a period of days, weeks, even months, attempting to win the game by defeating the Balrog which lurks in the deeper levels.
❑ ^+ **4067 DYNAMITEWAR V2.0**
2-5 players who fight against each other. It is similar to Dynablaster or Bomberman, except a 1-player mode is not available. On the other hand, there are a great number of extras. To win the game, 1 player has to disintegrate all other players by exploding bombs.
❑ ^+ **4068 ICE PRINCESS V1.4**
Role-Playing Game which is a Demo version of an interactive novel. You are an 18 year old orphan who meets the love of his life on Christmas Eve. A fairy-tale story for both young & old.
❑ ^+ **4070 ROACHFARM V1.0**
Our job is to fill test tubes with live roaches in preparation for shipping so that eager Roach Farm may stock their farms with livestock.
❑ ^+ **4071 CITADEL SPACE EMPIRE**
You compete with up to 25 other players attempting to control the universe and become the glorious Space Lord. The route is difficult and there are many enemies along the way.
❑ ^+ **4076 ANTWARS V1.9**
Puts you in the shoes of an ANT who must try and destroy the anemys ant nest, Tactical.
❑ ^+ **4084 FRUIT MACHINE**
Althought the graphics are simple the gameplay is highly addictive and realistic. Good Game.
❑ ^+ **4085 DEPTH CHARGE**
is based on an old arcade game in which you control an subarine destroyer. Destroy subs.
❑ ^+ **4086 SPACE TAXI V1.01**
There can be up to three players simultaneously. The third player can control his taxi via keyboard or by another joystick plugged into one of these 4-Player-Adapters.
❑ ^+ **4098 HAPPY MONSTER**
Cute platform game. You have to bound about the platforms shooting the occasional blob and collecting food and jewels. Very good graphics.
❑ ^+ **4099 OG THE CAVEMAN**
is a caveman & you must guide him past enemy creatures and also try to collect fruit and axes which can be used to kill the enemy
❑ ^+ **4111 AMBASSADOR V2.0**
This is a fruit machine game. As with the genuine article you put money in the machine and then attempt to win a whole lot more back by gambling. The graphics and sound are mediocre. Goog playability.
❑ ^+ **4121 BAZZA N RUNT**
A very pretty little game. You being one of the two (bazza or runt) are the star of this wicked little platform game which reminds me of bombjack. Good graphics.
❑ ^+ **4122 GLOBAL THERMO-NUCLEAR WARFARE**
Yes, we have all seen the movie War Games. Well this is the game which he plays. It is a one or two player game in which one party plays America and the other plays Russia. Each then have to build up an arsenal of nuclear weapons and attack the opposition.
❑ ^+ **4123 SANTA & RUDOLF**
An excellent game in which you can either play the part of Santa or Rudolf. You have to collect presents and shoot dodgy little snow men in order to keep Christmas alive. Brilliant graphics and fun gameplay.
❑ ^+ **4127 ARTHUR**
A text adventure based around the story of Arthur (soon to be King Arthur) and the Quest for Excaliber You play the part of young Arthur and Merlin guides
❑ ^+ **4128 GREEN 5**
Seems at first to have the feel of Another World. This is due to the lengthly and very well animated intro. In fact the gameplay of this game is that of a platform beat'em up. You a ninja type character must battle against other ninjas and plenty of other enemies.
❑ ^+ **4129 COLONIAL CONQUEST II**
Strategy game which is based heavily on the game Civilisation. The idea of the game is to spread your civilisation through the 26 planets of the universe map and to defend it from other civilisations by building weapons and war ships. One or two player. Very good.
❑ ^+ **4130 ISLAND**
This is an Amiga version of the boardgame Hotel. It can only be played by two players and the aim of the game is to buy and build an empire of Hotels until you force the other player into bankruptcy. Good graphics.
❑ ^+ **4131 MANGLED FENDERS**
A very fun game. Select your vehicle from the choice of six (tank, porsche, dustbin van, lamborgini, minibus, and another sportscar,) and then put your wits against the others in a ring! Yes you must attempt to smash up all the other cars before they smash you.
❑ ^+ **4134 DOOM ENGINE AMIGA**
We have seen many DOOM engines in Amiga, but almost all of them are crap. Uses 256x200 and 192x160 size windows with 256 colours & needs 020+ and AGA.
❑ ^+ **4135 CULT & FANTASY TV**
Back again, the second part of this series entitled the ITC Classics has tunes which are closely linked to the original themes.
❑ ^+ **4136 MELONCHOLY MOMENT**
Here we have five great tracks, three of which are composed by the author.
❑ ^+ **4137 BONANZA**
BattleSheep is a WB game which is identical to battleships except it is based on sheep instead of ships. Milestones is a board game in which you have to reach exactly 1000 miles before the computer does. Tanx n Stuff is a classic multiplayer split screen tank.
❑ ^+ **4138 SPEEDWAY DEMO**
This demo is a managerial stratergy game for teams of speedway riders. Good addictive game
❑ ^^ **4139 (AGA) ROKETZ**
is a 2 player racing game with a slight difference. Your vehicles are space craft which manouvre just as spacecraft do in games like thrust, except you have to get the thing round.
❑ ^+ **4141 FRACAS**
is based around Star Wars like walkers. With split screen you must walk around the level in search of the other player who you must destroy.
❑ ^+ **4142 TEAM TETRIS**
A tetris clone as you might have guessed but for one major difference.
❑ ^+ **4143 TOTAL DOMINATION**
It is based untirely on another PD game called Universal Conquest. Two players play against each other for control of 'The Galaxy', which is a grid of cells, some of which contain planets.
❑ ^* **4144 NEW WORLD EXPLORATION**
In New World, you play the role of an early explorer, setting out from Europe to face the unknown. Armed with a loan from the crown, you must equip an expedition and sail west in search of the New World.
❑ ^+ **4145 SUPER BATTLE ZONE 3D**
In the right hand corner you will see what we call radar and the small dot on it represents the enemy that you suppose to destroy.
❑ ^+ **4146 STAR FIGHTER (AB)**
A cool 3d space flight simulator with more then 50 missions!!
❑ ^+ **41489 FINGERS [SPACEBALLS]**
is a rave demo which a lot of people have been chatting about recently. Its almost entirely made up digitised people dancing along to the soundtrack.
❑ ^+ **4150 FISHY FISHY**
A game in which you are a small fish. As time goes on and you've eaten a few crabs and then eels and then starfish etc you will start growing bigger and bigger until you can eat everyone up.
❑ ^+ **4151 BEAVIS & BUTTHEAD**
is a slideshow of the well known cartoon characters featured on MTV. The slideshow is not just artwork it is more like a cartoon strip.
❑ ^+ **4152 BRAINSTORM DEMO**
This is a game programmed in Amos. The idea is to complete jigsaw puzzles of various different things. Surprisingly difficult. Quite addictive.
❑ ^+ **4155 (AGA) DR WHO CARDSET**
Another card set for the game Klondike AGA.
❑ ^^ **4156 (AGA) RETURN / THE JEDI**
Another card set for the game Klondike AGA.
❑ ^^ **4157 (AGA) EMPIRE STRIKES**
Another card set for the game Klondike AGA.
❑ ^+ **4158 WEAPON MASTERS**
This demo is a one or two player fighting game in which both players fight with weapons. You start out fighting with a sword and there is no lack of blood when you get down to messing with player two (mate or the computer).
❑ ^+ **41609 FINGERS/SPACEBALLS**
This is a rave demo which a lot of people have been chatting about recently. 9 Fingers is almost entirely made up digitised people dancing along to the soundtrack. Very good & origna. (2)
❑ ^+ **4162 POWERTETRIS V1.12**
You can choose which type of game you are going to play Classic for linear game, Custom for 25-level game & duel or two player.
❑ ^^ **4166 (AGA) DIRT**
This AGA demo is full of a lot of dot vectors. In fact virtually the whole demo is dot vectors.
❑ ^^ **4168 (AGA) REAL [COMPLEX]**
This demo starts off with the good stuff like rotating cubes with pixel zooms on each side of each cube. Good graphics & soundtrack.
❑ ^^ **4170 (AGA) OXYGENE**
Plenty of features including some very good still graphics and a good soundtrack. There are also the standard vectors etc as well. Very good.
❑ ^^ **4171 (AGA) ILEX [MYSTIC]**
There are some very original effects included in this demo as well as some of the best dot vectors I have seen. Good all round quality. Excellent.
❑ ^^ **4172 (AGA) MIND OMISTAN**
Well heres something different! This demo is infact a pop video for a band. The graphics are nearly all digitised images of the band members playing their respective instruments. Very good.
❑ ^+ **4173 VENGEANCE**
Eight great tunes to listen to but it is great fun to use because of the front end system which is a two deck hifi system which can be fully controlled
❑ ^+ **4174 DYNAMO (AB)**
There are about a dozen tunes in all which are all of a good standard. The style of music is basically pop. Great front end menu and good graphics.
❑ ^+ **4176 RAVE NATION (AB)**
Eight great tunes all techno sounds the tunes are of a high standard when it comes to samples etc.
❑ ^+ **4178 UNO [LEGO]**
A superb slideshow of fantasy artwork. These pictures are of a very high quality indeed.
❑ ^+ **4179 ARCADE CLASSICS 1 [K]**
This is a great compilation of Omega Race, Frogger, Asteroids & Q-Bert. Great.
❑ ^+ **4180 ARCADE CLASSICS 2 [K]**
The second volume Space Invaders, Pacman, Centipede & Missile Command. Excellent.
❑ ^^ **4182 (AGA) ATOM**
There are a set of superb AGA plasmas which are displayed in greyscale. Excellent.
❑ ^^ **4184 (AGA) NAXIS**
AGA demo shows you the colours which your A1200 can display when using it's superb chipset.
❑ ^+ **4185 VIRTUAL WORLDS [K]**
This demo is all about 3D graphics. There are many different 3D objects such as aeroplanes and spaceships. The second part of the demo is a about a spacecraft making a voyage to the surface of a planet where it then drops something in the sea and then returns home.
❑ ^+ **4186 GORY CHRISTMAS**
This release for christmas is a beat'em up. Up to four players can take part in this game which has a lot of blood and gore so may not be suitable for small children. There are all sorts of special moves which let the blood run free. Great.
❑ ^+ **4187 JIGSAW DEMO**
This shareware demo is a fully playable jigsaw game. auto detects AGA machines & uses them to their full ability by the use of AGA pictures. There are many different types of jigsaws with different pieces etc. Multiple players. Good.
❑ ^+ **4188 MIXER VOLUME 1**
This is a music disk with eight modules which are quite original. They don't follow any particular style of music but they generally have guitar sounds in them. A great front end which plays a sample as you select each song. Good.
❑ ^^ **4189 (AGA) SUB.1 #S7FD1 (4)**
❑ ^^ **4193 (AGA) ILYAD [3MB] (4)**
❑ ^+ **4197 DOCTOR WHO: THE 60s 1**
This is really a magazine. The disk contains a large amount of information about the Doctor Who series when Hartnell starred as the Doctor. There are facts, figures and photos to do with Hartnell, his co stars and the episodes themselves.
❑ ^+ **4198 DOCTOR WHO: SIXTIES 2**
This edition is mainly concerned with Doctor Who when he was played by Troughton. Again there is a lot of facts and figures about the series and the actors. Includes good photos etc.
❑ ^^ **4199 (AGA) BODYSHOP 3**
Disk has five 256 colour AGA photos of models in swimming costumes. Good quality pictures.
❑ ^^ **4200 (AGA) BODYSHOP 4**
There are about a dozen photos in all of different women in swimming costumes. (2)
❑ ^^ **4202 (AGA) PANTERHEI**
There is a great rollar coaster effect and a good 32 colour transparent spining diamond thingy.
❑ ^+ **4205 HANDELL FIREWORKS**
This is a disk with several classical tunes by the composer G. F. Handell. If you like classical music then take a look at this. Good.
❑ ^+ **4206 MELON DEZIGN SLIDES**
Twenty superb pieces of artwork. These pictures cover various styles; such as, cartoons, fantasy imagery and graphical design. Excellent.
❑ ^+ **4207 COMIC-ART #3**
There are quite a lot of pictures in this slideshow of comic book characters. Likes of Batman, Wolverine & the Predator etc. Good drawings.
❑ ^+ **4208 A TASTE OF U4IA**
Although there are only five modules I think that most people would rate them well. Good quality sampling etc make these tunes professional.
❑ ^^ **4209 (AGA) WIT PREMIUM**
There are many interesting routines in these demos which show off the Amigas talents. Some superb still artwork also included. Good.
❑ ^^ **4210 (AGA) DO YOU BELIEVE**
From Infect. There are loads of great routines as well as a very good soundtrack. It should be said that although this demo runs on a standard 2Mb machine extra RAM will entitle you to see a very good animation. Good. (2)
❑ ^+ **4212 ART OF BREAKING HEADS**
Well here we have a beat'em up on six disks which is full of blood n stuff. Not too bad. (6)
❑ ^+ **4218 IN THE DEAD OF NIGHT**
A superb game. You play the part of a detective who is staying in a mountain chalet with an interesting group of actors. One particular actress is murdered & you must find the killer. A very good adventure which has all the options & good graphics that you would expect from a commercial game. You can move around the house and ask each person questions & search rooms etc. It reminds me of Cruise for a Corpse. (3)
❑ ^+ **4221 SWAMP THING [OZONE]**
plays a sampled module of the Swamp Thing by Grid whilst the credits are shown on screen.
❑ ^+ **4222 WAKING SHADOWS**
The soundtrack is a good quality rave tune which is of course accompanied by some very good routines and graphics. Very good. (2)
❑ ^+ **4224 CHANEQUES (AB)**
This is an excellent game. You have a group of people called the Chaneques who each have a different skill. Using them you must get an object througha port hole at one end of the level. The game play is rather like lemmings as you must make bridges & dig tunnels etc to allow one of the Chaneques to push the object to it's destination.
❑ ^+ **4226 CYBERTECH (AB)**
This game is superb. It is clearly an attempt at copying the Alien Breed games. However, this game does just that and is original as well.
❑ ^^ **4228 (AGA) JINX (AB)**
Jinx is a puzzle game which involves two characters which are both controlled by the one player. You have to try and collect up crystals and then find the exit for each level. There are many traps and the game get progresively more difficult. The graphics are wonderful. Superb.
❑ ^^ **4230 (AGA) TRAINS**
Slideshow of excellent full colour digitised photos. displays a range of British Rail locomotives.
❑ ^+ **4231 LORD OF THE RINGS [2MB]**
A slideshow of pictures taken from the animated movie Lord of the Rings. There are also a number of animations created using the film as well. (5)
❑ ^+ **4236 APPLE JACK**
A good game which rather reminds me of boulder dash. Guide the little man around levels collecting cherries. However there are enemies on your tail & there are beavey apples which may drop.
❑ ^+ **4237 MAP [ZOO]**
There are loads of wonderful routines & effects which combine most of the usual sort of vectors and dot tunnels with some great art work as well.

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GROUND ZERO

GAMES

G465 **SUICIDE MACHINE** Cute Operation Wolf type of game.
G466 **FISHY FISHY** A game where only the fittest will survive.
G468 **SOLO ASSAULT** Similar to Wing Commander.
G469 **HARRY HADDOCK** Platform game with a fishy tail.
G470 **BIKINI CARDS** Cardset for Klondike Deluxe II or III.
G471 **MEGA BLOCK 2** Colourful Tetris game.
G472 **MR SHARK GOES RACING DEMO** Car racing. Not WB 1.3.
G473 **FEARS** Smooth Doom clone. beta version. WB 3.0+ only.
G474 **ZAXON** Clone of the great arcade game.
G475 **FLAMING ENGINES** Excellent racing game.
G476-G477 **HYPER RACE** Single or multiplayer racing game with exciting tracks and 180 frames of animation per car. 2 meg req.
G478 **ACHILLEOS CARDS** Cardset for Klondike Deluxe II & III. Sci Fi Fantasy art.
G479 **HEROINE CARDS** Cardset for Klondike Deluxe II & III. Fantasy artwork featuring females.
G480 **BOOZE O METER** The alcoholic olympics.
G481 **ATOMIC** Share arcade puzzle game.
G453 **CHARR v1.0** The best 1 to 8 player artillery game around.
G454 **TEMPORAL MISPLACEMENT** Graphic text adventure set in the future and an imaginative time travelling theme.
G443-G444 (2 DISKS) **CHANEQUE** Guide three characters through a series of Lemming like levels. Each character has two special abilities which you must use to help in the game. Not WB 1.3.
G445 **PACMAN 3D** The virtual Pacman experience. Shareware.
G446 **PUZZLE PITS 2** 3D Soko Bahn puzzle. Not WB 1.3.
G447 **XENEX** 1 or 2 player Asteroids game with more variety.
G448 **PUCMAN WORLDS** Pacman game made up of themed levels and a larger than normal play area. Not WB 1.3.
G451 **GLADIATOR** Dungeons & Dragons combat. Not WB 1.3.
G452 **DERRING DO** Updated Mr Do clone. Better gfx, faster, etc.
G394 **SUPER BATTLE ZONE** Clone of the 3D Battle Zone.
G396 **PENGO 2** Zip your Penguin buddy through the ice cave mazes squashing the baddies. Great fun.
G397-G398 (2 DISKS) **INTERNATIONAL WRESTLING CHAMPIONSHIP** Fantastic wrestling game for one or two players. Slams, punches, shoulder blocks, elbows, etc.
G399 **DYNAMITE WARRIORS 2** Incredible Dynablasters clone.
G400-G405 (6 DISKS) **THE ART OF BREAKING HEADS** Fantastic beat-em-up with a choice of different characters with different abilities and special moves. One amazing game. WB 3.0+ only. At least 1 megabyte of extra Fast RAM required.
G406 **COLONIAL CONQUEST II** Interplanetary strategy game of evolution and survival. Not WB 1.3. Requires 2 MEG.
G408 **TEAM TETRIS** New Tetris variation that is played by two players at the same time. Requires cooperation between players.
G409 **AMBASSADOR FRUIT MACHINE V2.0** Superb fruit machine game with all the trimmings. WB 3.0+ only.
G410-G411 (2 DISKS) **MISSILES OVER XERION** Missile Command. This is a complete overhaul of the original concept with new super cool graphics, power ups and amazing game play.
G300 **VCHESS v3.1** One of the strongest computer Chess games around. Extra features than most commercial ones. Not WB 1.3.
G419-G420 (2 DISKS) **STARWOIDS** Inspired by the game Thrust and the Star Wars film trilogy, this is a real hot looking shareware game. Recently reviewed (and highly rated) in AF. WB 3.0+ only.
G421 **TOP HAT WILLY** Based on Jet Set Willy. Speccy classic.
G322 **AUTO MOBILES V1.11** Skid Marks style racing game.
G371 **SUPER OBLITERATION** Amazing Pang clone. Top game.
G361-G364 (4 DISKS) **SPECTRUM GAMES 1-4** Games for the Spectrum emulator.
G373-G378 (6 DISKS) **SPECTRUM GAMES 6-10** More game for the Spectrum emulator.
G283-G285 (3 DISKS) **KLONDIKE DELUXE AGA** Card game in 256 colours. Look out for the extra cardsets. WB 3.0+ only.
G388 **KLONDIKE DELUXE III** - Latest version, but HD installation and 4 megs of memory only. WB 3.0+ only.
G449 **RANMA 1/2 CARDSET** Manga style cardset for Klondike Deluxe III.
G450 **SAILOR MOON CARDSET** Manga style cardset for Klondike Deluxe III.
G366 **ELLE McPHERSON CARDSET** Cards for Klondike Deluxe.
G412 **SWIMSUIT CARDS** Cardset for Klondike Deluxe II and III.
G413 **STAR WARS CARDS** Cardset for Klondike Deluxe II & III.
G414 **EMPIRE STRIKES BACK CARDS** Cardset for Klondike Deluxe II and III.
G415 **RETURN OF THE JEDI CARDS** Cardset for Klondike Deluxe II & III.
G417 **FAST CARS CARDS** Cardset for Klondike Deluxe II & III.
G319 **CINDY CRAWFORD CARDS** Cardset for Klondike Deluxe.
G369 **BETTY PAGE CARDS** Cardset for Klondike Deluxe.
G392 **MARILYN MONROE CARDS** Cardset for Klondike Deluxe.
G442 **TMA** Linear Sci Fi space puzzle shoot-em-up. Not WB 1.3.
G387 **MONOPOLY v1.1** Great computer conversion.
G383 **ROCKETZ v2** 1 or 2 player spit screen Trust spin off. Utilises raytraced graphics for the ships. Wow. WB 3.0+ only.
G455 **POWER BATTLE** Another game based on the classic Thrust genre, 2 player split screen blasting across several scenarios.
G456-G458 (3 DISKS) **DEAD OF THE NIGHT** Point and click graphic detective adventure game. Superb graphics.
G459 **SOLO ASSAULT** Something like Wing Commander.
G460 **OBSTACLES** Silly Putty type of platform game.
G462 **BAZZA & RUNT AGA** Top shareware platform game. WB 3.0+ only.
G463-G464 (2 DISKS) **GINX** Good puzzle game. WB 3.0+ only.
G257 **DELUXE PACMAN** Probably the finest Pacman clone ever.
G282 **MEGABALL AGA** Commercial quality action. WB 3.0+ only.
G304 **DELUXE GALAGA v2.5** Don't miss this addictive blaster.
G325 **ACT OF WAR v1.4** - Of the Laser Squad genre. V good.
G387 **MONOPOLY** Computer board game. Good conversion.
G331 **SUPER LEAGUE MANAGER** Football game.
G344 **SHEPHERD** Brilliant game along the same lines as Populas - the God game. Not WB 1.3.
G324 **TASK FORCE** Stragegy wargame. Reviewed last issue.
G269-G270 (2 DISKS) **18th HOLE GOLF** Arcade Golf game.
G255 **AMOS CRICKET** Cricket game.
G273-G274 (2 DISKS) **STARBASE 13** Monkey Island style point and click graphic adventure game. Set in the future upon a space station.
G342 **SCRABBLE** Good version of the board game.
G339 **DEFENDER** Authentic arcade conversion.

DEMOS

D246 **MUCH TO DO ABOUT NOTHING** WB 3.0+ only.
D247 **IN A WORLD OF ASCII** Clever number. WB 3.0+ only.
D248 **ROOTS - SANITY** In the top ten at the TP4. WB 3.0+ only.
D249 **SYNDROME - by BALANCE** WB 3.0+ only.
D250 **WE WILL SMASH U** Good non-AGA demo. Not WB 1.3.
D251 **NUMB - by MOVEMENT** WB 3.0+ only.
D252 **MAP THE DEMO - By ZOO** WB 3.0+ only.
D253-D254 (2 DISKS) **LURKING SHADOWS** WB 3.0+ only.
D255-D257 (3 DISKS) **WHAMMER SLAMMER - by REBELS** Hard drive installation only WB 3.0+ only.
D258-D259 (2 DISKS) **MOTION ORIGIN 2** Gorgeous looking production. WB 3.0+ only.
D260 **NINJA - by MELON DEZIGN** - Not strictly a demo, rather a coded cartoon animation. Quite funny. WB 3.0+ only.
D261-D262 (2 DISKS) **THE PRETY GOOD** WB 3.0+ only.
D263 **IMAGINE - by DREAM DEALERS** Funky WB 3.0+ only.
D264-D265 (2 DISKS) **TOOTH BRUSH PART 3** WB 3.0+ only.
D266 **TWISTED MIND** WB 3.0+ only.
M161-M162 (2 DISKS) **MUSICAL SENSATION - by TRIAD** Quality music and some added gfx effects WB 3.0+ only.
D267 **WIT PREMIUM - by FREEZERS** Outstanding. WB 3.0+ only.
D268 **ART OF NOISE** C64 classic chip music from well known games, plus Doom-like textured map sequences.
D269 **ZEROS + ONES** WB 3.0+ only.
D270-D271 (2 DISKS) **DOVE** Entrant from the Trade Party 94. WB 3.0+ only.
D272-D273 (2 DISKS) **OXYGEN INDIGO** WB 3.0+ only.
D274-D275 (2 DISKS) **SOUL KITCHEN - by SILENTS.** A fine demo by Silents Doesn't work with fast ram installed. WB 3.0+ only.
D276-D279 (4 DISKS) **VISION IN BLUR - POLKA BROTHERS** Fantastic non AGA demo, for all Amiga's.

MOST OF THE ABOVE DEMOS ARE FROM THE TRADE PARTY 4, HELD RECENTLY.

D232 **BAD ZOOM** Rubbish visuals but funky music track. I like it!
D233 **TRACKERS 242** Great follow up. If you only have 2 meg, disable all external drives (inc. HD's). WB 3.0+ only.
D234 **VITAL** From up and coming codings, Mystic WB 3.0+ only.
D235-D237 (3 DISKS) **MAXIMUM OVERDRIVE II** WB 3.0+ only.
D239 **BALLABORNTRO** rave demo. WB 3.0+ only.
D240-D241 (2 DISKS) **ARTIFICE** WB 3.0+ only.
D242-D243 (2 DISKS) **INFECT** WB 3.0+ only.
M156 **SWAMP THING** Mix of the chart single. WB 3.0+ only.
D217 **POLKA BROTHERS "GEVALIA"**
D219-D220 (2 DISKS) **ARTIFICIAL PARADISE** WB 3.0+ only.
D221-D222 (2 DISKS) **LETHAL DOSE 2** WB 3.0+ only.
D223-D224 (2 DISKS) **SWITCHBACK** From Rebels. Some amazing routines, especially the roller coaster. WB 3.0+ only.
D226 **GIMME ALCOHOL** WB 3.0+ only.
D227 **JAMMIN** Good use of the AGA in producing colourful pattern effects. WB 3.0+ only.
D188-D189 (2 DISKS) **BIG TIME SENULALITY** WB 3.0+ only.
D174-D175 (2 DISKS) **NINE FINGERS** From Spaceballs.
M159 **VENTILLATOR** Rave till to drop. WB 3.0+ only.
M160 **MUSIC MAYHEM** - Funk, rave, ragga and others.
M157-M158 (2 DISKS) **STAR TREK THEMES** Theme music to the Star Trek and The Next Generation. For trekie fans.
D244-D245 (2 DISKS) **MY MAMMA IS A VAMPIRE** WB 3.0+ only.
D201-D202 (2 DISKS) **QED II** WB 3.0+ only.
D203 **MINA OMISTAN** Very popular. WB 3.0+ only.

SLIDESHOWS

S108-S109 (2 DISKS) **FIT CHIX 1** Glamour. WB 3.0+ only.
S110-S111 (2 DISKS) **FIT CHIX 2** Glamour. WB 3.0+ only.
S112-S113 (2 DISKS) **FIT CHIX 3** Glamour. WB 3.0+ only.
S114 **BODY SHOP 3** Glamour slideshow. WB 3.0+ only.
S115-S116 (2 DISKS) **BODY SHOP 4** Glamour. WB 3.0+ only.
S117-S118 (2 DISKS) **BODY SHOP 5** - Glamour SS. WB 3.0+ only.
S156-S158 (3 DISKS) **BODY SHOP 6** Glamour WB 3.0+ only.
S159-S161 (3 DISKS) **CLAUDIA SCHIFFER 94** Glamour slideshow. WB 3.0+ only.
S137-S139 (3 DISKS) **GIRLS GIRLS GIRLS** Glamour slideshow. WB 3.0+ only.
S140-S142 (3 DISKS) **CLAUDIA SCHIFFER SLIDESHOW, THE WORKS** - The super model. WB 3.0+ only.
S143-S145 (3 DISKS) **ELLE McPHERSON SLIDESHOW, THE WORKS** Another super model WB 3.0+ only.
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S149-S150 (2 DISKS) **FANATICS GUIDE TO COMPUTERS** Comic slides showing you what happens when obsessive users go that little bit too far. Very funny.
S151 **LINGERIE 1** Models in lingerie. WB 3.0+ only.
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S155 **LINGERIE 5** More of the same. WB 3.0+ only.
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S124 **BEACH BABES 4** More of the same. WB 3.0+ only.
S125 **BEACH BABES 5** More of the same. WB 3.0+ only.
S119 **ERIKA ELENIAK** Ex - Bay Watch beauty. WB 3.0+ only.
S120 **UNPLEASANT WAYS TO DIE** Unexpected ways to top yourself. Sick and funny.
S102-S105 (4 DISKS) **WORLD OF MANGA** Dedicated to the famous Japanese cartoons.

SOUND SAMPLES

U599 **BREAKING** Smashing and breaking sounds.
U600 **HUMAN** Voices, raps, shouts etc.
U601 **EFFECTS** Many different types of sound effects.
U602 **EFFECTS 2** More in the series.
U603 **EFFECTS 3** More in the series.
U604 **EFFECTS 4** More in the series.
U605 **EFFECTS 5** More in the series.
U606 **KEYBOARDS** From Mini Moog to Wavestation.
U607 **KEYBOARDS 2** More in the series.
U608 **KEYBOARDS 3** More in the series.
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U612 **LOOPS** Drum loops, etc.
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U621 **PERCUSSION 2** More in the series.
U622 **PERCUSSION 3** More in the series.
U623 **PERCUSSION 4** More in the series.
U624 **PIANOS**
U625 **PIANOS 2** More in the series.
U626 **SYNTHS** Analogue sounds, Keyboard bleeps, etc.
U627 **SYNTHS 2** More in the series.
U628 **SYNTHS 3** More in the series.
U629 **SYNTHS 4** More in the series.
U630 **SYNTHS 5** More in the series.
U631 **SYNTHS 6** More in the series.
U632 **SYNTHS 7** More in the series.
U633 **SYNTHS 8** More in the series.
U634 **SYNTHS 9** More in the series.
U635 **VOCALS, VOICES & PEOPLE**
U636 **VOCALS, VOICES & PEOPLE 2** More in the series.
U637 **VOCALS, VOICES & PEOPLE 3** More in the series.
U638 **VOCALS, VOICES & PEOPLE 4** More in the series.
U639 **VOCALS, VOICES & PEOPLE 5** More in the series.
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U441 **ALARMS & WARNING SOUNDS**
U442 **BASS**
U443 **BASS 2** More in the series.
U444 **DRUMS & SNARES**

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UTILITIES

U529 **HARD DRIVE GAME INSTALLERS** - Games installers for Alien Breed AGA, Assassin SE, Body Blows, Body Blows 2 ECS, Goal, Ishar 2, Ruff and Tumble, Super Stardust, Super Frog, Zool 2 ECS, Walker, Alien Breed 2 Tower Assault, Bubble & Squeak, Mortal Kombat II, Jungle Strike. Not WB 1.3.
U454 **PROFESSIONAL FILE SYSTEM V9.5** Increase read/write performance of floppies and hard drives with this new DOS filing system, better than Commodore's own filing systems. Not WB 1.3.
U455 **TUDE** Powerful software degrader. WB 3.0+ only.
U456 **PAGESTREAM D PATCH** Upgrade your bug ridden version with this official software release.
U512 **AF COPY v4** D.Opus style file manager. Not WB 1.3.
U513 **256 COLOUR ICONS** Give your Workbench an extra touch of class with these superb 256 colour icons. WB 3.0+ only.
U514 **IMAGINE 3.0 TEXTURES GUIDE** For Imagine 3.0 only.
U515 **MUI V2.2** - Multi User Interface. Not WB 1.3.
U518 **VIRTUAL MEMORY MANAGER V2.1** Turns your hard drive into virtual memory. Requires a 68040 or 68030 CPU with MMU. Not WB 1.3.
U519-U520 (2 DISKS) **MAGIC WORKBENCH ICONS 3** For amiga users aspiring for that Workbench beautiful look. Not WB 1.3.
U521 **VIDEOTRACKER 2 AGA** Create amazing looking AGA demos with no coding experience. Not WB 1.3.
U522 **VIDEOTRACKER 2 OCS** Videotracker for non AGA amiga's. Not WB 1.3.
U523-U526 (4 DISKS) **VIDEO TRACKER EXTRAS** Four disks full of extra effect routines and objects, etc.
U527 **FONT FARM 9** - Masses of Bitmap fonts.
U528 **FONT FARM 10** - More lovely bitmap fonts.
U310 **PAY ADVICE ANALSYER 4.2** Shareware wage slip database. Limited shareware version. Not WB 1.3.
U530 **AUTO STEREOGRAM v2.d** Generates those amazing 3d random dot stereogram pictures. Not WB 1.3.
U531 **ACTION REPLAY PRO** Software Action Replay. Rip graphics, music, train games etc. WB 3.0+ only.
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This month our intrepid Public Domain adventurers Steve McGill and Jason Holborn discover some radical demos, browse through a disk magazine, unearth a bundle of classic games and marvel at the dexterity of a selection of utilities.

PD Select



NEXUS 7: Top techie action resides in this impressive offering from Andromeda.

NEXUS 7

(Freestyle PD)

There's loads of top techie trickery involved in this offering by Andromeda. If you want exciting new effects presented in a slick, professional manner (admittedly more for the sake of impressiveness than entertainment) check out *Nexus 7* now.

There are too many snazzy routines on show to list them all, but special mentions and accolades go to:

Gouraud Pulse – a couple of irregular shapes, the first resembling a Mobius strip, animate and pulse with a particularly pleasing shading that resembles a hot coal changing heat from cherry red to furnace white hot.

Motion Blur – scaled, rotated, texture-mapped images are a bit of a cliché in demos these days. At first you think this routine is going to be more of the same, but the tortured face soon dispels that. It rotates and blurs and the horror of the image's expression is amplified by the blurring. Digital high art indeed.

Texture-Mapped Bouncy Ball – apart from the fact that this ball looks good, special attention should be paid to the bitmapped transparency on show as the ball passes over the background. So much for the Sony PlayStation and its feature-laden hardware.

Plasma Zoom – pay special attention to the message that crops up half-way through the demo: "Use your perception to penetrate the void of your mind". If you're one of those people who can see stereograms, put your eyes into the focussing mode you use and stare at the Plasma Zoom. Freaky freaky.

Draw your own conclusions about the effects, but, for what it's worth, I think *Nexus 7* is a stonker of a demo. It's worth more than a look, it's worth a purchase and a study.

NINJA

(Network PD)

Ninja is a short animation by the Melon coding team who bring strife where there is harmony, fear where there is security and stimulation where there is boredom. The anim doesn't last too long but hopefully it's the first of a series of *Ninja* adventures.

Firstly, you're introduced to the Ninja through various camera views and poses that convince you of his hardness. One flying journey later and the fruits of the Ninja's wakefulness are realised – some poor demented cross-eyed bloke gets his head sliced off.

It's not too gory, as animations go, due to the restricted palette and a smirk may just roll off the corner of your twisted little mouth.

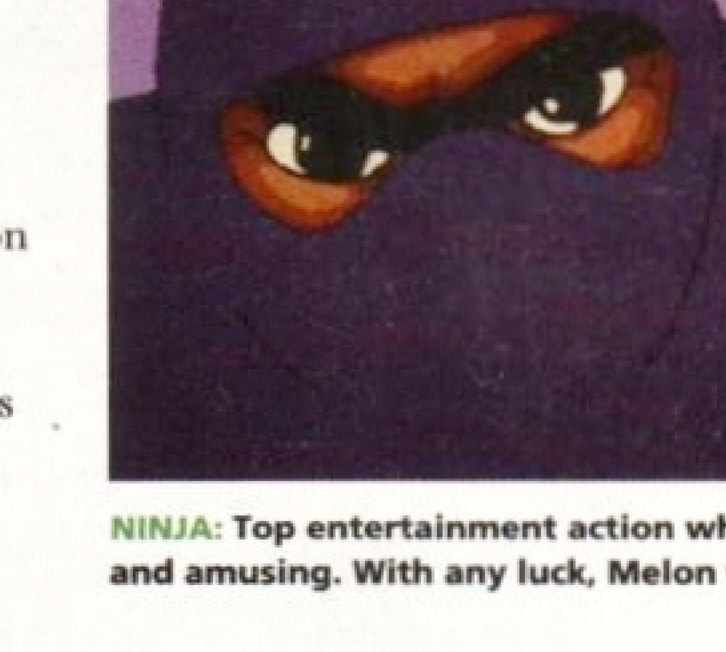
ROOTS

(Freestyle PD)

Apparently *Roots* should have been more comprehensive, featured better routines and have included several morphing images of the Sanity coders and designers.

Unfortunately, various mishaps beset the poor chaps and they had to churn out a demo that falls short of

Continued overleaf ➡





NINJA: Top entertainment action which, despite the short running time is well structured and amusing. With any luck, Melon will create a series of *Ninja* anims.

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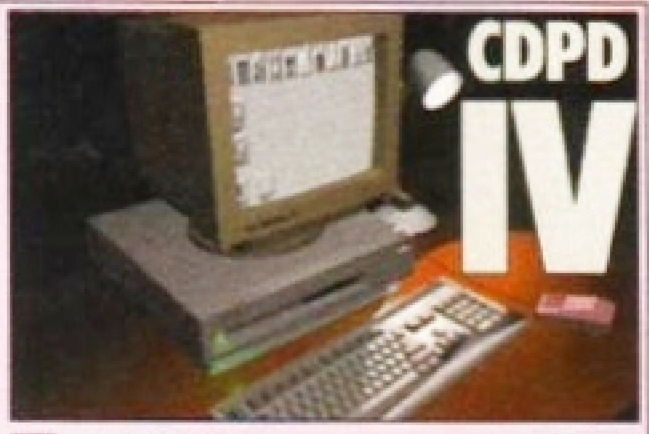
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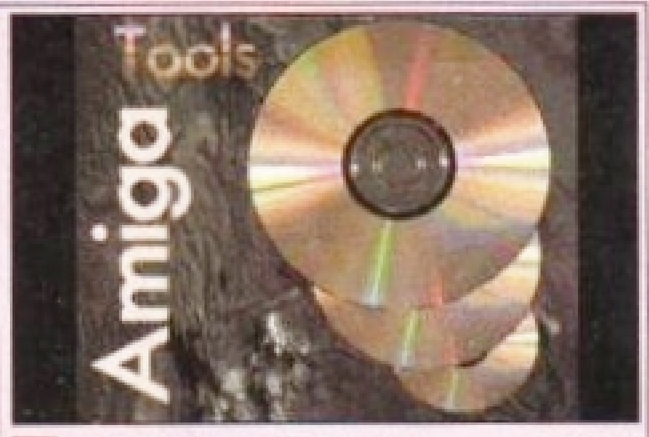
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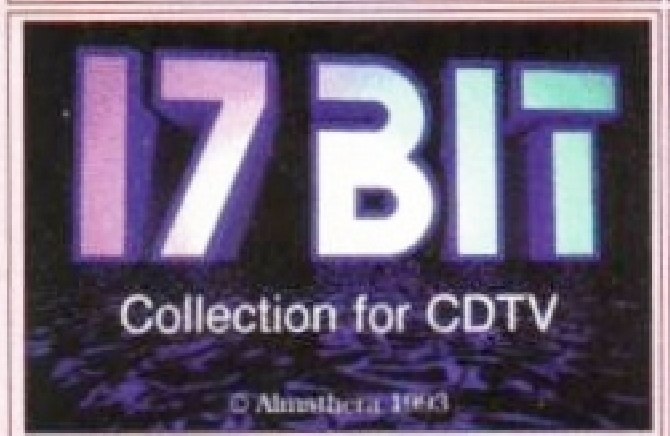
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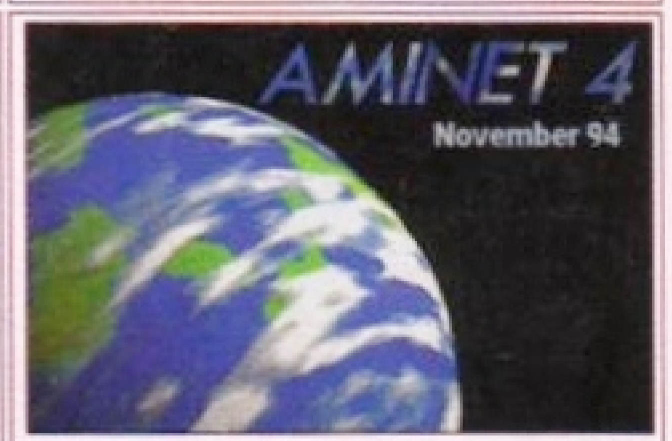
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ROOTS: **Top psychedelic action. Those of you who like playing around with your perceptions in a controlled manner will find that this demo twists your mind and interferes with your optic sensors.**

⬅ their expectations. Despite the handicap, the demo's not half bad. The music is reasonable and the quality of the original artwork is outstanding, resembling the style of painting used in the original *Book Of Thoth*, which Aleister Crowley used as a basis for his tarot deck paintings.

Aside from that, the favourite routine on this side of the office is the rotating, texture-mapped pattern. At first you think that it's nothing new, but within the rectangular action area strange shapes form until the whole swirl and whirl of colour forms on a humanoid head.

All round, there isn't a great deal of wow factor involved in *Roots*, but it's still worth checking out for the quality of the artwork.

CD WORLD

(17 Bit, Cynostic)

Last month *AF* reviewed a couple of disk magazines, *Deadlock* and *Grapevine*, both of which left us more than impressed. So we had high hopes for *CD World* by Infinite Frontiers. Unfortunately, it doesn't really contain anything in the way of invigorating editorial, content, or excitement to make it worth purchasing.

The sincerity of the reviewers is beyond question, but the basic grasp of what constitutes fluent, readable, attention-holding English isn't there and this is all compounded and compromised by the lack of screenshots – a necessity for helping a potential purchaser of a recommended game understand some of the trickier elements and quirks.

So, considering that this mag comes on two disks, costs three quid, boasts an average word count of 300 words per review – a tight squeeze in any reviewer's book – with no pictures or playable demos anywhere to be seen, the price seems excessive.

The information can be found in a more digestible, attractive, understandable form elsewhere and that's basically it. Nice idea, shame about the implementation.

CYBERDROID

(Saddle Tramps PD)



CYBERDROID: **Save mankind (yet again) in Saddle Tramps' new Licenceware blaster.**

When the computers of the 250th century start getting too big for their boots, their human masters call in the Cyberdroid, an awesome wardroid designed specifically to kick silicon butt. Even harder than ED-209 and with more attitude than Robocop, Cyberdroid is one mean gauss gun wielding mutha!

The basic idea of the game is to save mankind from legions of marauding robotic meanies using a

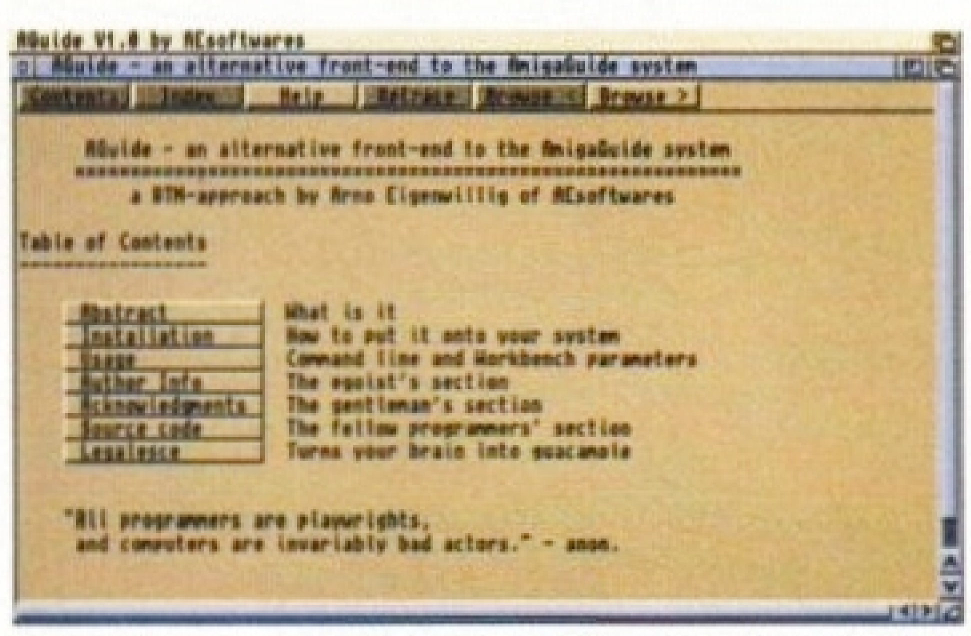
Continued overleaf ➡

UTILITY COLLECTION 46

(Cynostic)

The Amiga's Workbench may run rings around anything the competition can come up with in terms of flexibility and ease of use, but there's still room for improvement. And it needn't cost you more than the price of a disk – the Amiga has a highly prolific Public Domain scene, and what better way of enhancing your machine than with a selection of fine Public Domain system utilities. Cynostic PD collect and distill the best of these programs and release a regular collection, so let's take a look at what's new in Cynostic's latest *Utility Collection*:

AGuide – **This is a replacement for Commodore's own *AmigaGuide*, the hypertext utility for the Amiga. Programmed by Arno Eigenwillig of AESoftware, *AGuide* is a tool which provides a number of advantages over the *AmigaGuide* utility including custom screen and file requester support, which makes the whole system a lot more versatile, not to mention a darn sight easier to use. Excellent.**



Tired of Commodore's *AmigaGuide* utility? Arno Eigenwillig's *AGuide* provides a direct replacement with a number of enhancements.

AddressBook – **Address books are remarkably useful, and this one is a fairly simple little utility that can be run in the background and brought into view only when you need to check a number, much like a standard Amiga commodity. The software provides full search and editing facilities, so you need never lose that important address again.**

CatchDisk – **Patches into the OS so that whenever an unformatted disk is placed into your Amiga's drive, the Workbench disk formatting utility is automatically loaded. Use carefully if you often use custom or foreign file formats!**

FileShow – **A small module which works in conjunction with *Directory Opus*. *FileShow* analyses a file so that you can see its type without having to analyse it with a binary file editor. Compact and bijou.**

FloppyBase – **A simple database which can be used to hold information on the contents of your floppy disks – a disk cataloguer in fact. It automatically reads the directory of each disk and stores it as a database record. You can then search the database to find out which disk any particular file might be on.**

SpiroDraw – **An easy-to-use drawing program which simulates the child's *Spirograph* toy. Fun for hi-tech kids, or technical writers too lazy to get on with their work!**

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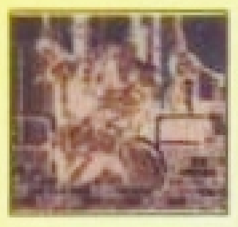
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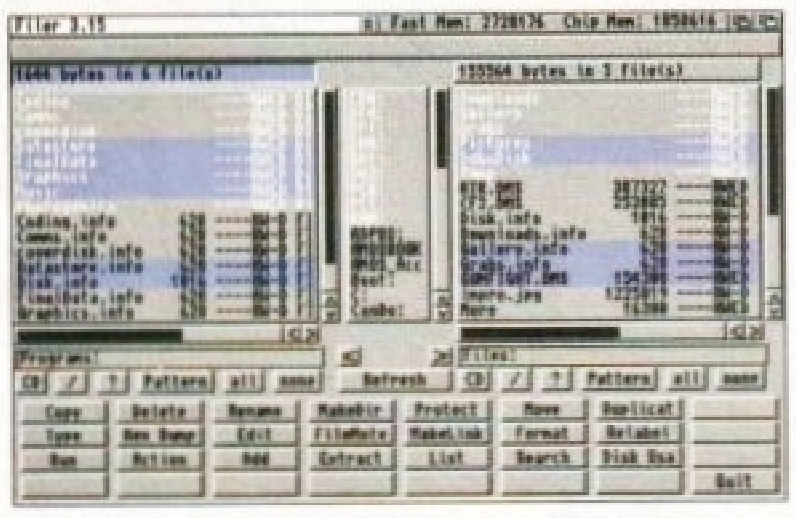
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FILER 3.15: *Opus* **it may not be, but** *Filer* **is still a damned fine directory utility which can transform your Workbench.**



FORTRESS: Raise an army and mastermind their attempts to conquer the world in F1 Licenceware's absorbing ***Populous*****-inspired war game.**

subtle combination of strategy and extreme violence. The gameplay is pretty standard – move your Cyberdroid through level upon level of left-right scrolling platforms blasting waves of robotic nasties foolhardy enough to take you on. Every now and then, the scrolling stops as you're confronted by a that-bit-harder-than-the-rest baddie who must be despatched to silicon hell (where all the dead calculators go) before you can proceed.

One of the best aspects of *Cyberdroid* is its excellent rendered graphics that are used both for the Cyberdroid character itself and the various baddies. Although they're mono only, the effect is impressive.

FILER 3.15

(Cynostic PD)

Possibly the most useful utility you could ever buy for your Amiga is a directory utility. If you can't quite stretch to the likes of *Directory Opus* or *Info Nexus*, the PD libraries have something to offer in the shape of *Filer 3.15*, a fine *Opus* clone that has been specifically written to take advantage of 3.0-based Amigas.

Like *Opus*, *Filer* uses the now familiar split-screen interface with the source and destination directories displayed in two vertical columns. Running along the bottom of the screen are a large number of buttons which let you perform all those common *AmigaDOS*-like housekeeping operations that are both necessary and tedious such as copying, renaming reorganising and deleting files, creating directories, formatting disks and so on.

Thanks to *Filer*'s well-conceived mouse-driven front end, moving back and forth through the directory structure of even the most crowded hard or floppy disk is child's play.

Running on any Amiga equipped with at least Workbench 2.04, *Filer* can transform your Workbench in an instant. Operations which were previously only possible with complex and time-consuming *AmigaDOS* commands can be performed with little more than a couple of mouse clicks.

FORTRESS

(F1 Licenceware)

If there's one game that did more to bring the original Amiga A1000 to the attention of the world's gamers way back in 1987 or thereabouts, it must surely have been Cinemaware's *Defender Of The Crown*. The strategy game set in feudal England was arguably the inspiration for such huge hits as *Megalomania* and *Populous*, and also spawned a large number of Public Domain games including this one from F1 Licenceware.

Fortress seems a simple enough game – you control one of three warlords and, using a combination of strategy and brute force, you have to capture your opponent's lands so that they fall under your control.

Like *Defender Of The Crown*, capturing land not only expands the size of your empire, but also increases the number of troops you can enlist into your army thus increasing your chances of capturing more land. Sounds easy, doesn't it? Don't you believe it! As the Romans found to their ultimate cost, the larger your empire, the harder it becomes to control the rebellious masses and uppety generals in faraway places.

Very few Public Domain games offer the sort of compulsive and sophisticated gameplay that keeps you glued to your machine for more than a couple of hours, but *Fortress* is the exception. Like its commercial predecessors, *Fortress* is guaranteed to keep you burning the midnight oil.

WITNESS

(Saddle Tramps PD)

If you're looking for a damned good PD ***Defender*** **derivative then look no further than Saddle Tramps' new** ***Witness*****. Released through the Central Licenceware Register (so it can be bought from any PD library that is an official CLR supplier),** ***Witness*** **is a classy shoot-em-up that borrows more than a few tricks not only from** ***Defender*****, but also from Team 17's polished** ***Project-X*****.**



Save the solar system from all things green and slimy by shooting everything.

Witness **is set in and around our own solar system which is under attack from hordes of marauding aliens who have decided to seize control of all the major planets. Your job is to fly to each planet in turn to stop the aliens from gaining control. In true** ***Defender*** **fashion, the action takes place on a left-right scrolling moon scattered with settlements which you must defend from alien attack ships that attempt to abduct the planetary colonists. You certainly don't have everything your own way, though – these aliens shoot back!** ***Witness*** **is one of the few PD games that has the necessary polish to make it a true classic.**

TOP 10 PUBLIC DOMAIN TITLES

The kind supplier of this month's top 10 chart is:

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1) Golfers Guide
2) Sweet Revenge
3) Lemmings Revenge
4) Nexus 7
5) Brain State In A Box (AGA)
6) Industrial Fudge (AGA)
7) Some Justice (94) (AGA)
8) Seven Seas Slide Show
9) Super Bikes
10) Babylon (AGA)

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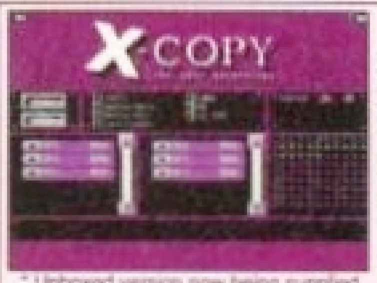
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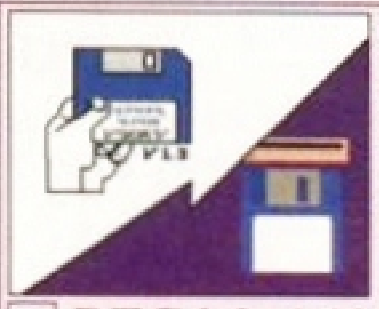
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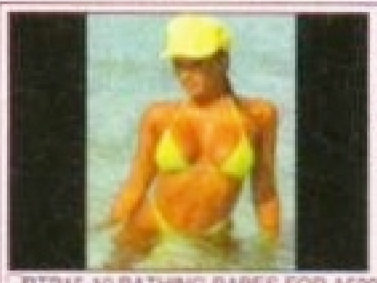

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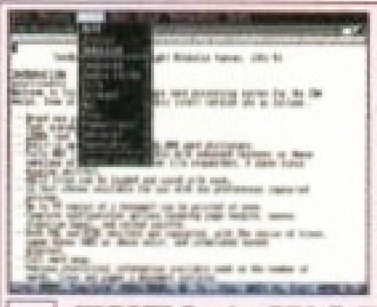

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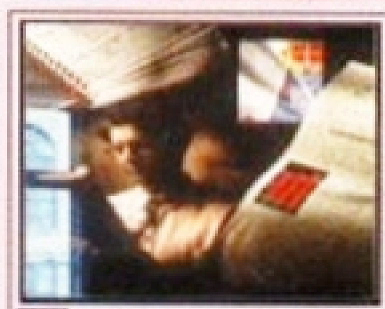

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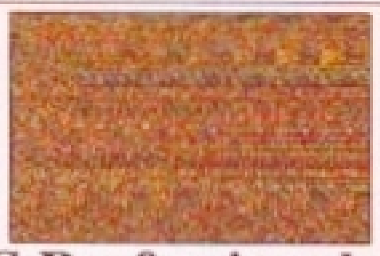

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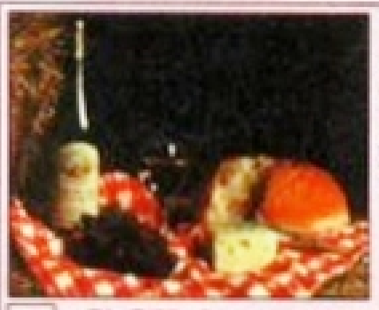
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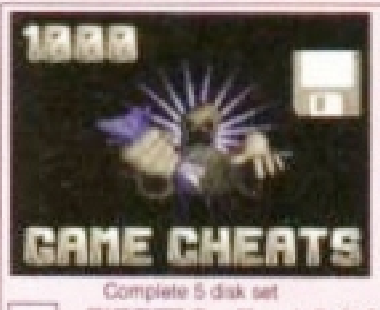

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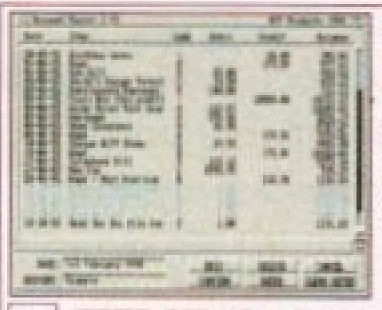

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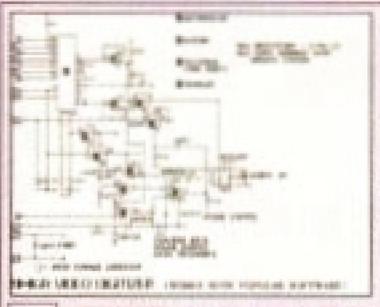

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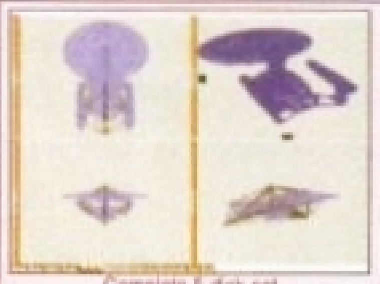

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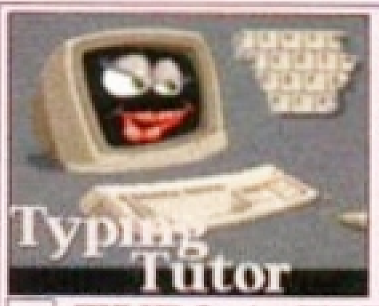

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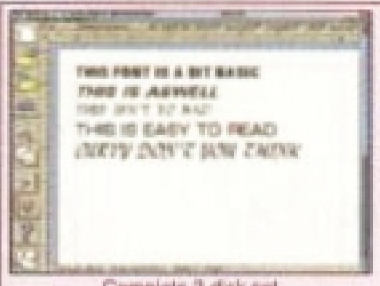

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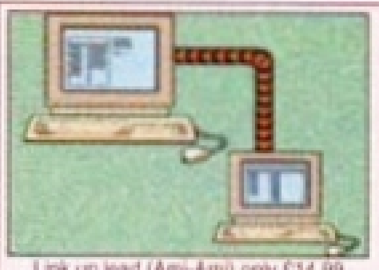

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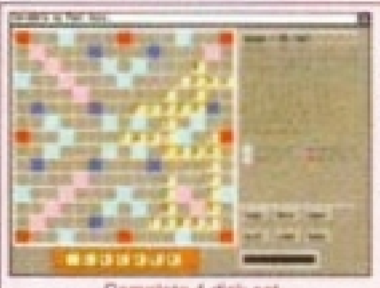

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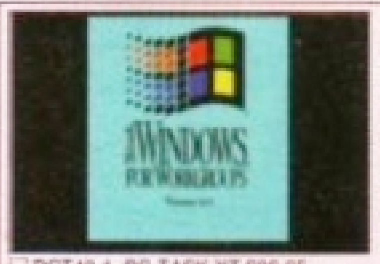

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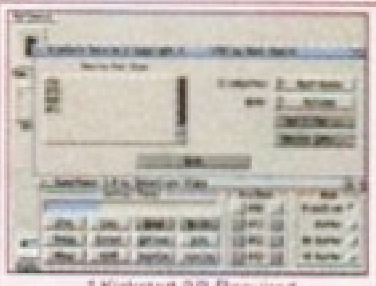

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SERIOUSLY AMIGA



It certainly towers above most other Amigas, but is this a tower of power? Find out on page 86.

AMIGA FORMAT

THE MARK OF ZORRO



Well, here we all are again for another month of barely concealed brilliance which is the serious reviews section. The big product this month is the Ramiga Z5, a Zorro expansion system for the A1200. This is a seriously exciting piece of kit, although it didn't get a Gold award. The reason for this less than top score was that there was a lot of scope for improvement, and it seems that Ramiga are already looking at some ways of doing just that. We'll keep you up to date on developments.

There are plenty of other things to keep you busy this month. *Magic Lantern* is certainly worth a look if you are interested in animation and the *Studio* review is essential reading if you have a printer.

Finally, this is the last month you'll see my picture here, because I'm moving to the front of the magazine at last. So next issue, this section will be hosted by a surprise new appointment! Be seeing you.

NICK VEITCH

REVIEWS


HDD
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POWER
50
RESET
TURBO
LOCK

Ramiga Z5

The new Z5 system can expand your A1200's horizons. Kevin Stapleford puts it to the test.



It's a common problem: you buy a couple of peripherals for your A1200 and you run out of space. Anyway, all of the really cool peripherals (such as graphics cards, multiport serial cards and so on) for the Amiga come as Zorro cards, which you can't use on an A1200. Typical. You spend all of that money on your Amiga and you can't get all of the really good stuff.

You could flog your A1200 and buy an A4000. However, given that you aren't likely to get that much cash for a used computer (one careful owner, low mileage on the floppy drive), this is likely to be an expensive option. And seeing as you've just spent all of this money on your Amiga, why should you sell it all to buy another one? It's a bit like having to sell your car and buy a new one because the furry dice won't fit in the windscreen properly.

Fortunately, selling all your worldly goods and moving west is no longer necessary. The Ramiga Z5 is a system which takes the guts out of a standard A1200 and transplants it into a completely new case. Not only this but it also adds five Zorro II slots to your A1200 so you can now fit all of those cool peripherals to your system. Plus, it also adds a real-time clock and allows you to keep using the A1200 peripherals you may already have fitted to your machine.

Actually, putting Zorro slots into an A1200 is not that difficult, because the expansion slot on the bottom of a standard A1200 is basically a modified Zorro slot. Despite this, I've not seen any designs for building your own. You should also note that the slots are Zorro II, unlike the slots in the A4000 which are Zorro III types. However, only a few cards (such as the 4091 and Retina Z3) are Zorro III only, so most cards should work in this unit with no probs. You would be well advised to check before upgrading to this system if you want to use a specific card.

The case is a pretty standard PC tower affair with space for three 5.25-inch disks and five 3.5-inch disks inside. It's certainly pretty tough, with the outer case being made of steel which should stand up to most of the things you might feel like throwing at it when your latest masterpiece of programming crashes for the fiftieth time. At the front of the case is a rather cute display which can be configured to show what clock speed your machine is running at. Useful? Not really. But it does make your machine look more like an expensive PC should you want it to do so.

This also doubles as a disk activity monitor, with the first digit flashing when a disk (hard or floppy) is accessed. At the rear of the case a variety of holes have been cut to give access to the various ports (such as serial and video) on the back of the A1200. The expansion slot (which is covered over with a blank plate on most A1200s) is also catered for with a small metal panel which slides off. This means that you can fit expansion cards which plug into your accelerator (such as the SCSI card for the GVP 1230+ accelerator).

BOXING THE A4000



An Amiga 4000 version of this system is also available with seven Zorro slots. This is called the Z7. Unfortunately, we were unable to fully test this product, but we have heard a variety of good reports about it. As with the A1200 version, it works by completely replacing the case of the Amiga with a full tower system. The motherboard is moved into the new case and a daughterboard plugs into this, giving the extra slots.

This has much more space inside for hard disks than the A4000 (which can only hold three hard disks), and also adds another three Zorro slots to the Amiga, giving a total of seven. Contact Ramiga on 01690 770304 for prices and further details.

The A1200 motherboard fits inside against one side of the case, and two new PCBs are fitted to this to give the Zorro slots. One of these fits on to the expansion port of the A1200 motherboard and the second is attached to the first one. The second, bigger, board holds the Zorro II slots and the real-time clock. Various other connections (such as the keyboard and clock panel) also fit on to this board.

There is also a connection for a PC-style power supply on this board, and this is essential if you want to make serious use of this system. The manufacturers claim that the standard A1200 power supply can cope with two Zorro cards, but our experiments revealed that a new power supply is vital if you plan to use an accelerator in the Ramiga Z5. Simply put, if you are actually planning to use the Zorro slots in this unit, you need to get a new power supply, because it would be a pity if the A1200 power supply was overloaded and exploded, destroying your Amiga and your desk. This sort of thing can put a real downer on an otherwise positive day.

As you might expect, the keyboard has to be moved and there are two options for this. You can either take the existing A1200 keyboard and put it into an external case or plug in a 102-key PC-style keyboard. If, for whatever reason, you choose the PC option, some of the keys are remapped by the interface to take the function of the special Amiga keys which, as you might expect, are not present on a PC keyboard. The PC interface is also accompanied by a small bit of software which allows you to remap these keys or even program other keys with frequently used keypresses. The choice is yours...

Although the Z5 adds much to your system, there is a price to pay. It's a bit like life – you gain something only to find that you've lost something else on the way. The most important thing you lose is the PCMCIA slot. It doesn't explode or anything, but because of the way the motherboard sits inside the case, the

> **Although this system is extremely well designed, there are some real problems with it. Difficulties with the PCMCIA slot and the problems with mounting the IDE drive are regrettable and could be a definite minus for some users.**

Continued overleaf ➡

← PCMCIA slot is inaccessible because it is right up against the bottom of the case. This means that you can't use peripherals such as the Zappo CD-ROM drive or the Overdrive hard drive on this system.

Well, I suppose you could use it (because the socket is still active), but it would involve cutting a hole in the bottom of the case or rewiring the socket to angle it. Whether the fact of gaining Zorro slots outweighs the loss of the PCMCIA slot depends on whether you have already invested in PCMCIA peripherals. Ramiga have promised that an adaptor will be available soon to solve this problem.

The other possible problem is with the IDE drive. The busboard sits over the A1200 motherboard, obscuring the holes used to hold the IDE drive cradle. Although there is a section of the busboard cut away to allow access to the IDE connector, there is nowhere to fit the drive. It would be possible to mount a drive in one of the drive bays at the front of the machine, but this would require an extended cable, which is not recommended with the unbuffered IDE interface fitted to the A1200.

The interface was not designed to work with a cable longer than a couple of inches, and there is always a chance of data going missing between the motherboard and the drive if you use a long cable. If this happens in the middle of writing out some data, you could have a serious problem...

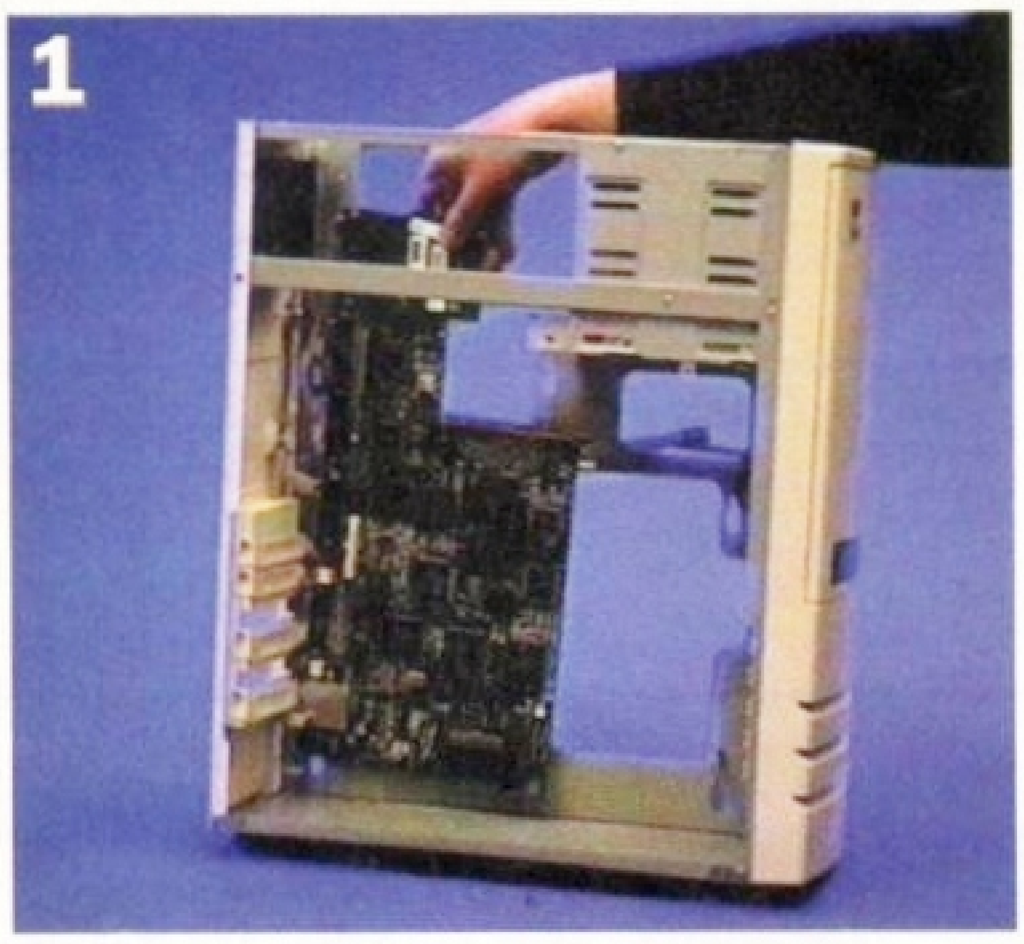
You could put the IDE drive in the bottom of the machine and fix it down with some duct tape, but this is hardly an ideal solution. You could always buy another IDE interface (such as the Tandem card from Golden Image), but this is another expense which could affect the viability of this product for some users.

Although this system is extremely well designed, there are some real problems with it. The trouble with the PCMCIA slot and the problems with mounting the IDE drive are regrettable, and could be a minus for some users. Despite these drawbacks, this product certainly works and allows you to fit a Zorro card to an A1200 while still using an A1200 accelerator.

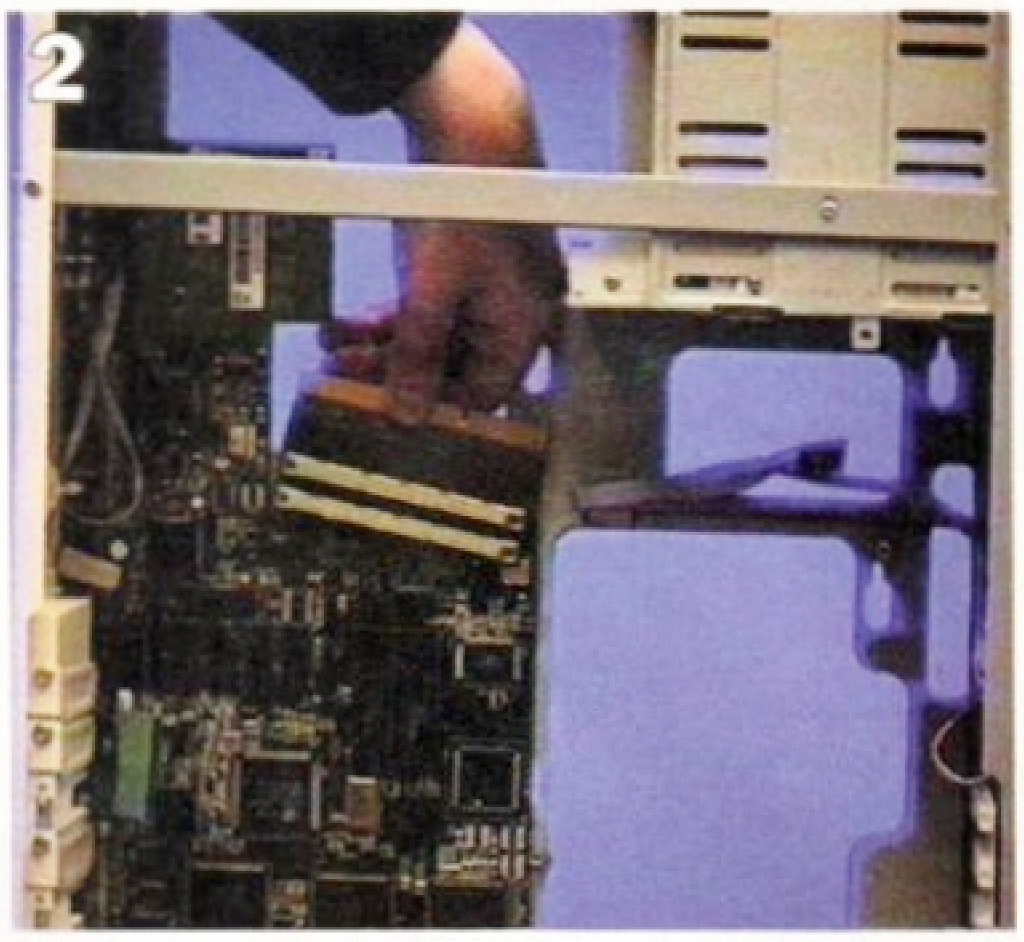
The benefits of this are pretty obvious for somebody who has invested money in an A1200 accelerator, but it's not a cheap solution. As it is, this system is only marginally cheaper than selling up and buying an A4000, although it definitely has some advantages over this.

HERE'S ONE I MADE EARLIER...

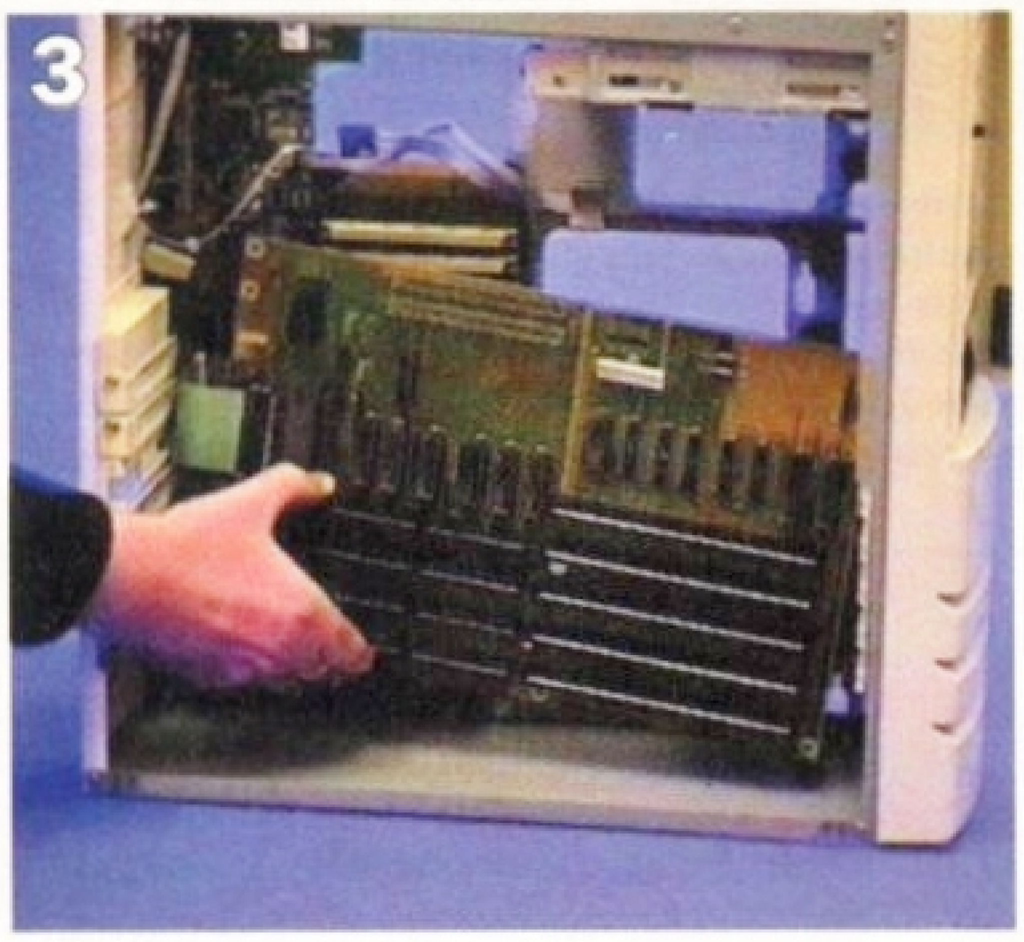
Fitting the Ramiga Z5 is a simple process, although anything which involves taking your Amiga apart should be approached with caution....



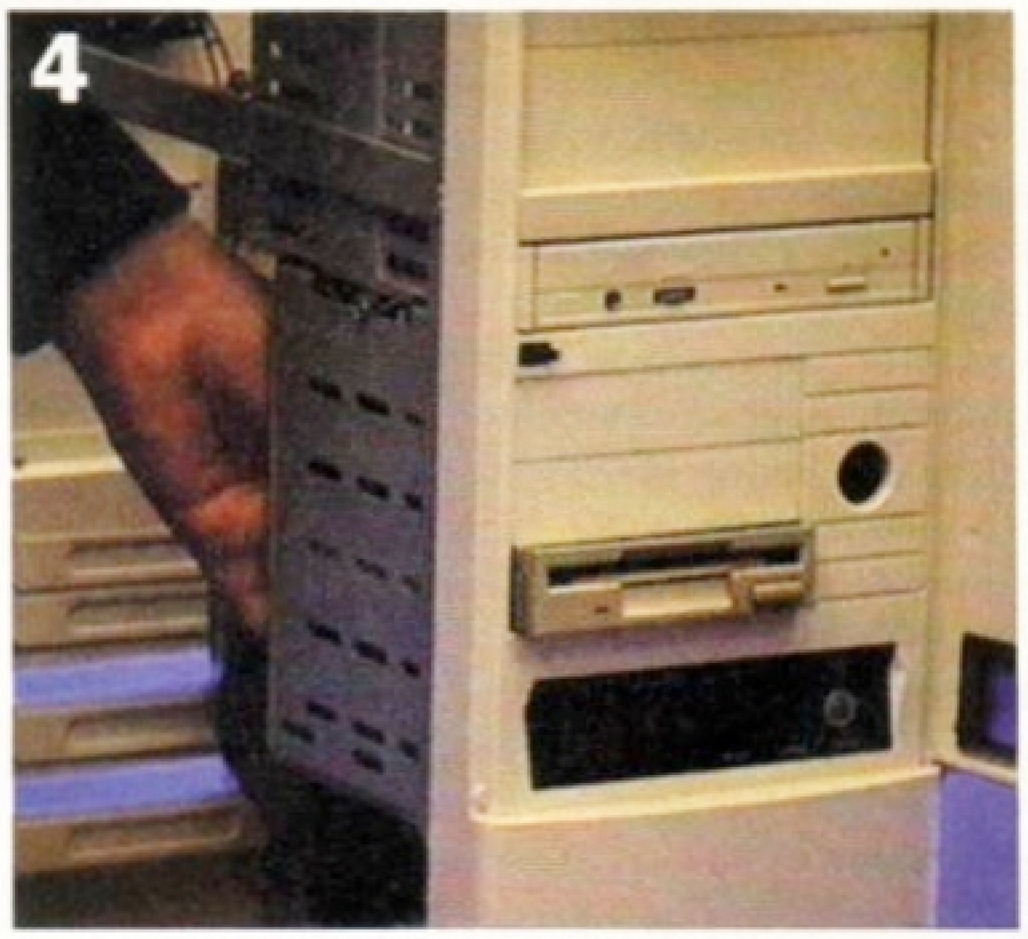
After removing the A1200 motherboard, fit it into the Z5 casing. All of the sockets have holes already cut in the rear of the case.



The first PCB fits on to the expansion slot on the edge of the A1200 motherboard. As well as providing the connections for the busboard, it's also a pass-through for A1200 peripherals.



The main board (also called the busboard) then fits into the case. This contains the Zorro II slots and the real-time clock.



The floppy disk drive is also relocated to the front of the case in one of the 3.5-inch drive slots. Other disks or peripherals, such as CD-ROM drives and tape streamers, can also be fitted.

THE GAINS AND THE LOSSES

Putting your A1200 into one of these cases means that you lose some things but gain others...

LOSSES	GAINS
PCMCIA slot	Five Zorro II slots
Internal IDE mounting	Seven HD mounting slots
HD/floppy access lights	Clock display (Inc. disk access light)
	Real-time clock

RAMIGA Z5

DISTRIBUTOR
Ramiga 01690 770304

PRICE
£399
£50 (high-capacity power supply)
£100 (fitting by Ramiga. Includes one year's warranty).

DESIGN ●●●●
A well-designed and flexible system, but a power supply is vital.

MANUAL ●●●
Very poor. It's badly translated and is lacking in many important bits of basic information.

FITTING ●●●●
Reasonably easy to fit, although the poor manual does not help.

FEATURES ●●●●
Adds Zorro II slots to an A1200 as well as a real-time clock and a rather fancy clock display.

VALUE ●●●
For what it is, it seems expensive, especially as a bare PC case of this only costs around £60.

"A nice system which, if a little pricey, does allow you to make more use of the A1200."

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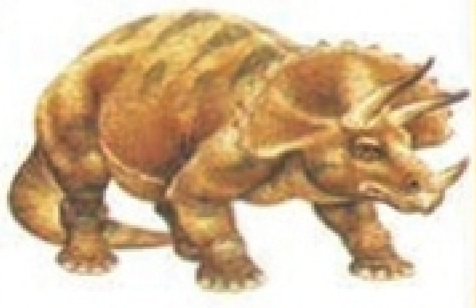
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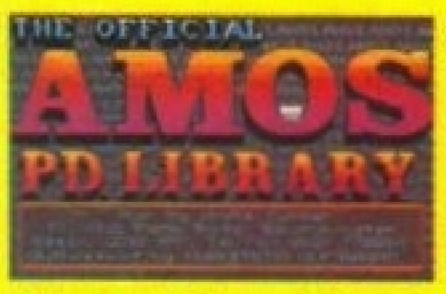
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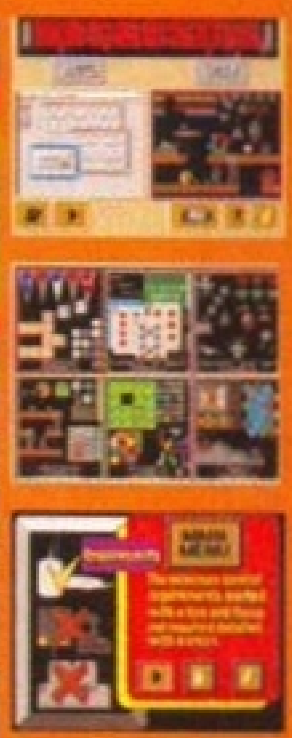
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Database special

Digita and Softwood are at it again! Not content with taking each other on in the word processor stakes they've now moved the conflict to low-cost databases. Steve Kennedy tries to figure it all out...

Final Data

Considering the quality of Softwood's word processor range, you'd expect *Final Data* to be good, and although it is a neat little mover in some ways, it falls far short of *Datastore*'s list of features.

Cheaper and easier to use than *Datastore* (though the ease of use issue is of little importance when the Digita product is so accommodating), *Final Data* is more like a list generator with search and print functions built in. It is also very reminiscent of the database program bundled with *Pen Pal*, even to the extent of using the same example files.

Supplied on a single disk, it is easy to install, takes up very little room, and works well with hardly any memory on either hard drive or floppy-based Amigas. As with *Datastore*, the program's front end is a near copy of that used by its word processing brothers, so *Final Copy* and *Final Writer* users should find it comfortingly familiar.

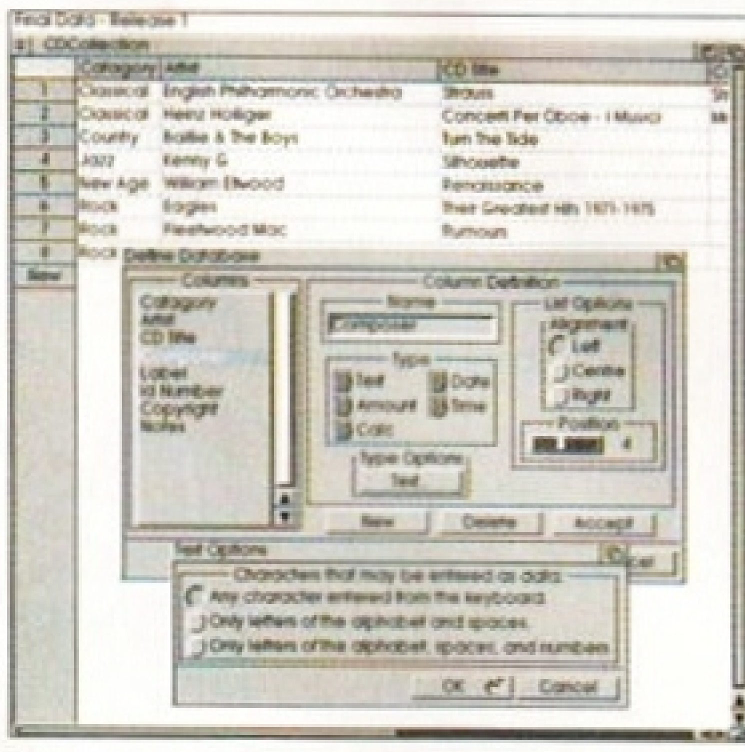
Final Data is a flat-file database, but much flatter than most. Records are displayed on screen as single rows made up of as many columns as the user wants, and it isn't possible to display the data in another format for more interesting or flexible printing. The simplicity of the approach, however, does have the advantage that you'd have to be completely compuphobic to find *Final Data* anything other than a doddle to use.

One advantage that the package has over *Datastore* is that calculation fields are much easier to set up than in the Digita program. When a user needs to set up a column which calculates the VAT payable on items purchased, or one which calculates using the values held in other columns, a little window opens with point-and-click selections for the type of calculation required.

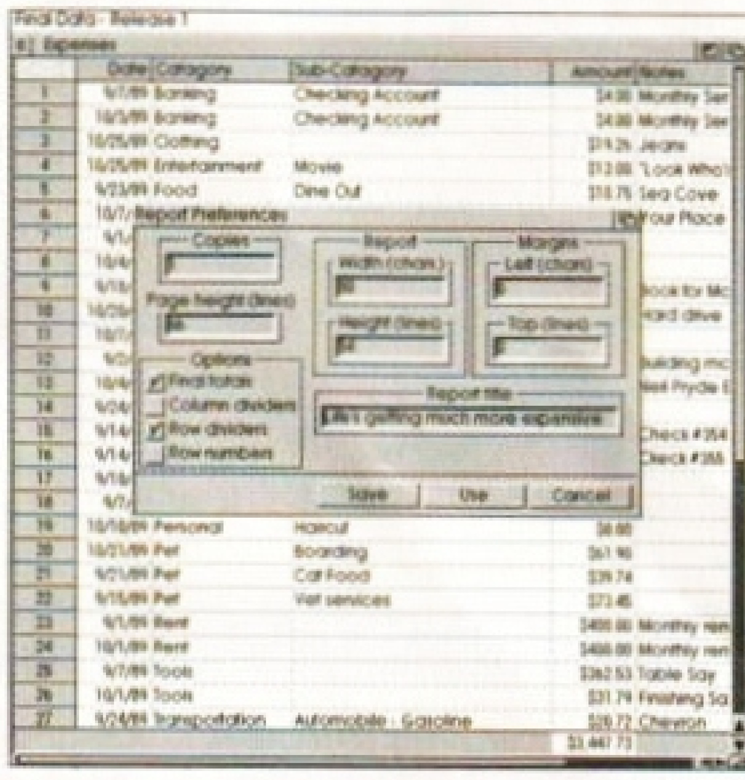
Datastore users have to type in the calculations manually, and Digita's manual is less than comprehensive on the possible operators which can be used. If you have a lot of data which requires this sort of calculation and you don't need the extra functions *Final Data* could well be the perfect wallet-saving solution to your database requirements.

Other than this application, the program is best used for producing merged mailing lists for *Final Copy* and *Final Writer*, which was the reason for the program's ancestor appearing in *Pen Pal* boxes in the first place. There's no option to create customised record formats, and no use of imported graphics, so lovers of visually stimulating software had better look elsewhere.

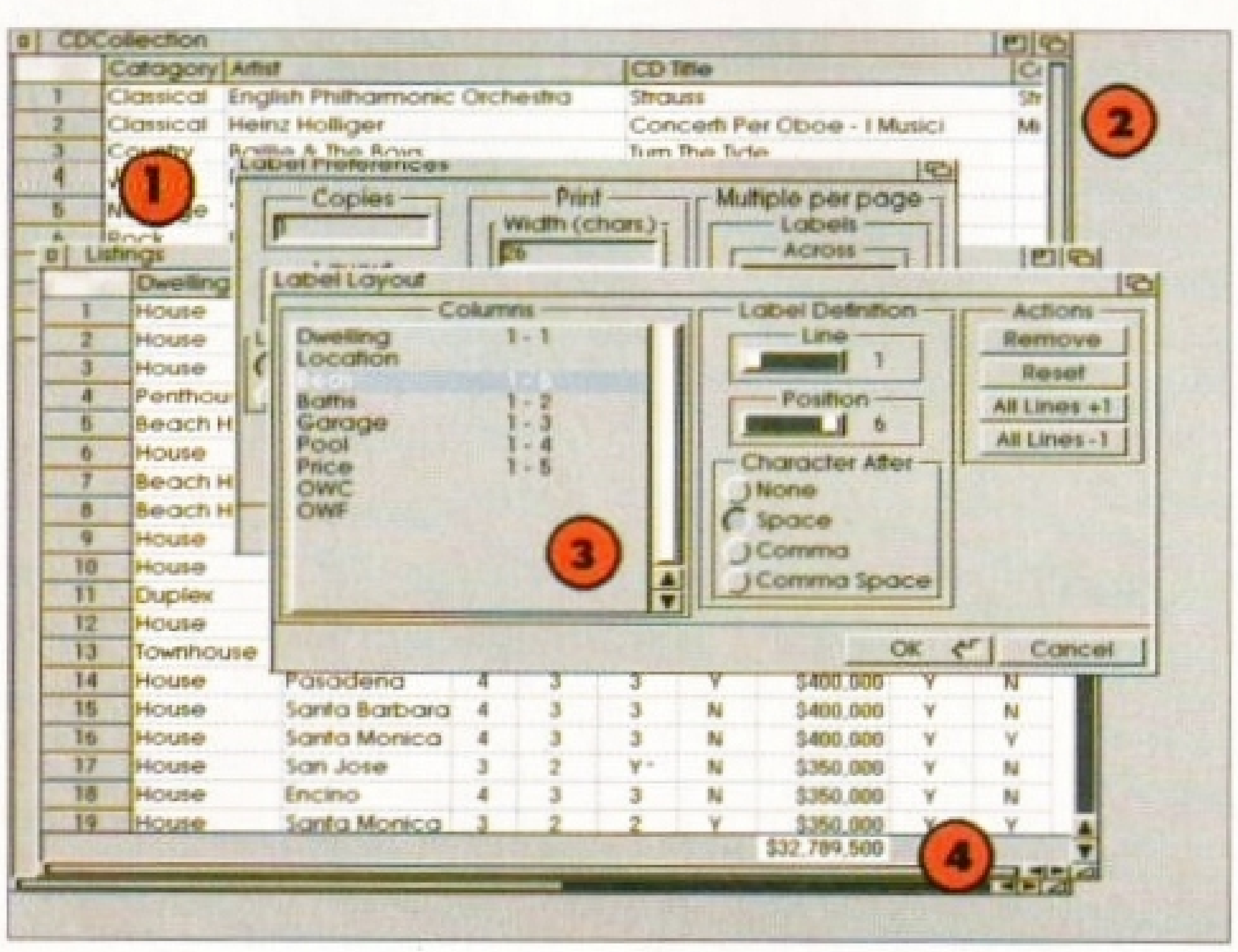
Fast and easy-to-use, with extremely rapid searches, all of *Final Data*'s features work well. I just wish that it had a few more of them.



Given *Final Data*'s simplicity, setting up a database from scratch is a quick and easy job.



Plain vanilla is the only way to describe *Final Data*'s report formatting and printing features.



1. You're stuck with the columns and rows of a spreadsheet-style layout, but this is much faster than *Datastore*'s interface.

2. Scroll bars make it easy to quickly run through a huge list of records in search of a particular entry.

3. Address label-style printouts are a breeze to set up and output using the intuitive label window.

4. Currency columns can be set to display a total at the bottom of the screen, which is the quickest way to display such data.

FINAL DATA

DISTRIBUTOR
Softwood UK
01773 521606

PRICE
£39.95

SYSTEM REQUIREMENTS
1.5Mb, WB2 or above.

SPEED ●●●●●
Could be faster, but only with rocket-assisted take-off and a long runway.

MANUAL ●●●●
Lots of detailed info on the program, with a good section on the available *ARexx* commands.

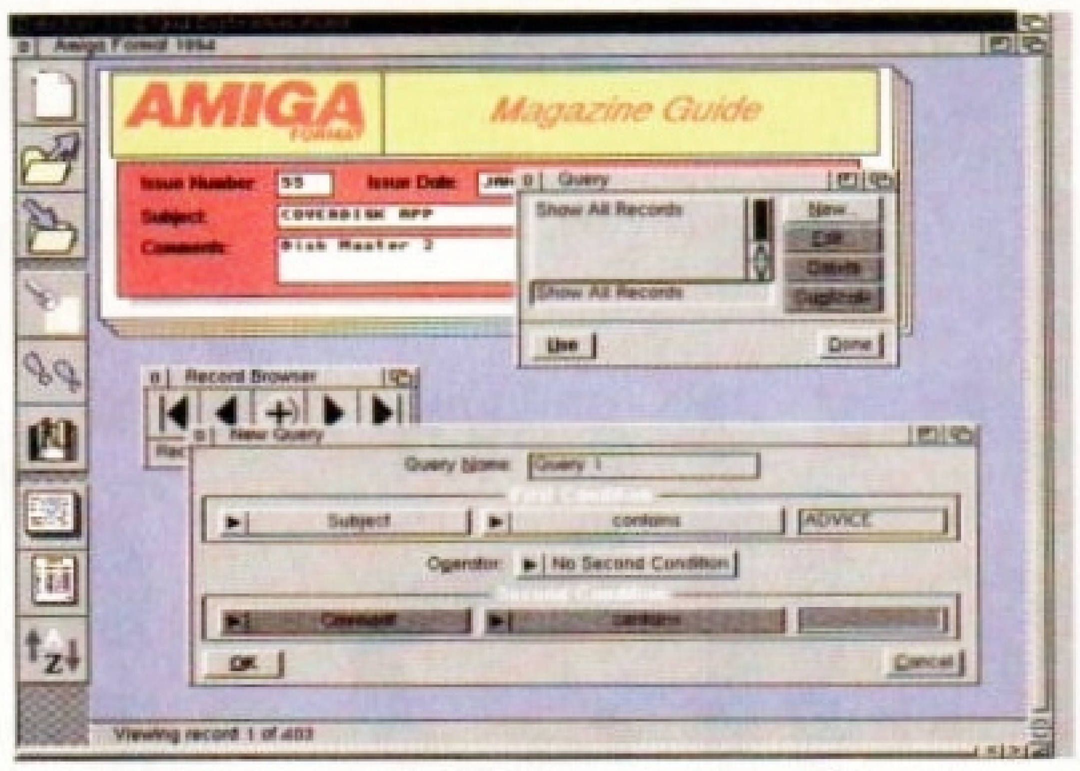
ACCESSIBILITY ●●●●●
If you need a database to be easier than this, you have a serious problem.

FEATURES ●●
Sorry, Softwood, but this just about covers the basics and no more.

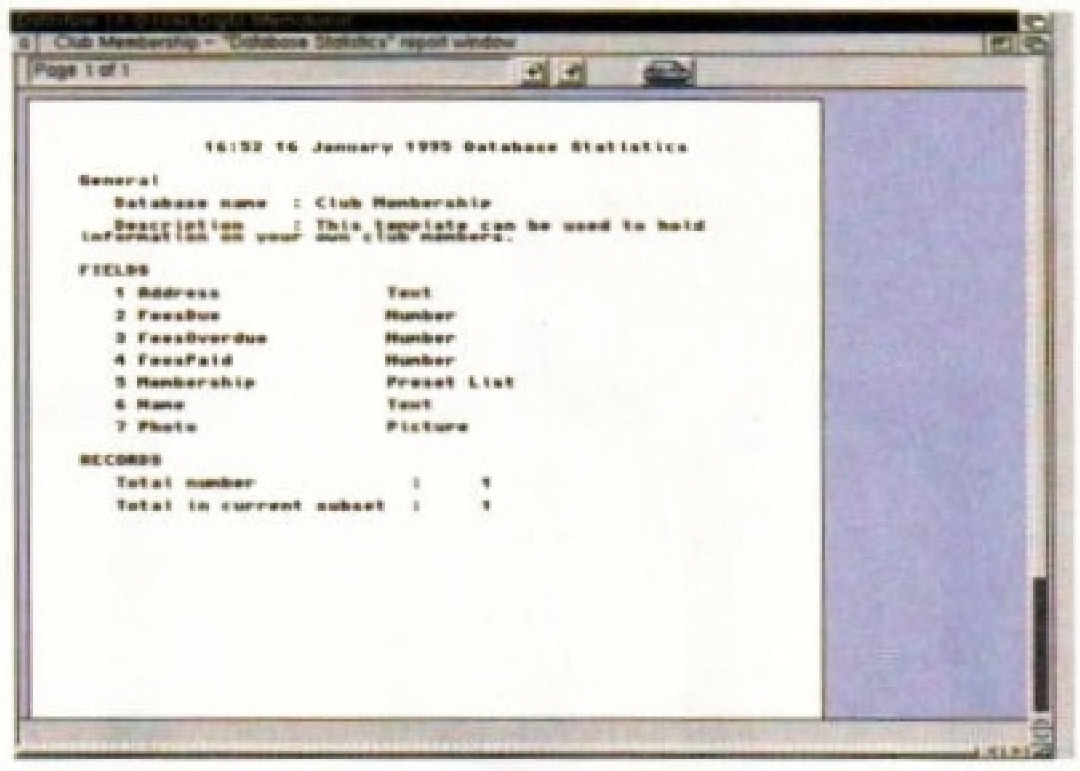
VALUE ●●●
Good at what it does, but there are Shareware programs which do more.

"Sparse in exciting features, but what's there is fast and easy to use."

70%



Two conditions can be set at the same time, making for a surprisingly powerful Query feature.



Reports are much more flexible than those offered by *Final Data*, and lend themselves well to invoices and the like.

Datastore

D*atastore* is more expensive than *Final Data* and offers more features – it's a flat-file database, which means that the records are stored in linear fashion like pages in a book rather than the much more complex (and expensive) relational databases with fancy cross-referencing and other advanced features.

For the home user, this makes exploring the package very easy, and as a result the Amiga owner with average experience can get stuck in with little or no need to refer to the 46-page instruction booklet. Installation is taken care of by the standard Amiga *Installer* program, and because *Datastore* is supplied on only one disk it takes up very little hard drive space. Using it on a floppy-based system isn't too tedious, so you needn't feel left out if you don't have a hard drive.

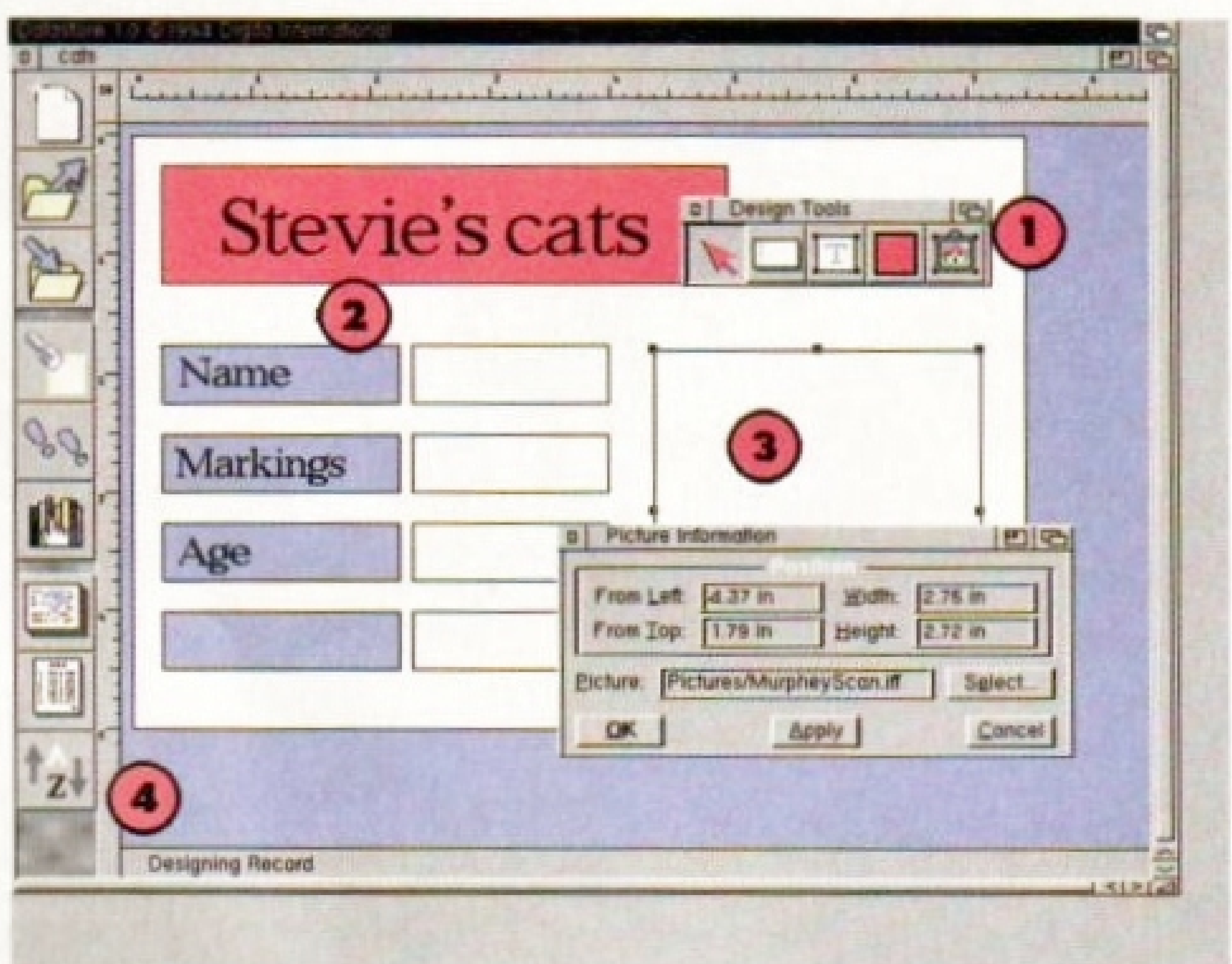
When loaded, the program opens on a custom interface similar to *Wordworth*'s and the Record Creation tools stand ready for the first-time user to create his or her own record format. As a bonus, there are plenty of pre-supplied examples, and you can use the templates from these for your own database. There are also databases listing all the articles and Coverdisk items presented in *Amiga Format* and *Amiga Shopper* during 1994. Don't say we're not nice to you people.

Creating a new database is very easy, and it only takes a matter of minutes to set up an attractive format for your data. There are tools to create boxes, set up fields, and import IFF pictures. Colours can be used to give any box a more appealing look, and any font you have available can be used for both screen components and the data itself.

Users can decide to stick with something simple such as the address book example used in the manual's tutorial section, or go for a wacky, glitzy look. There's enough flexibility to keep most database users happy, though it has to be said that a lot of colours, boxes and graphics slow the program down quite a bit, particularly when the images and extra fonts are being loaded in.



One of the most popular uses for home databases is club membership, and *Datastore* has a sample template for just this job.



1. The floating Record Design toolbox offers field, box, caption, and picture icons to make design as quick as possible.

2. Boxes are easy to create and customise, but using them slows down the program.

3. Pictures can be inserted anywhere on screen by creating a picture frame and importing an IFF.

4. A side bar of icons similar to those in *Wordworth* takes a lot of the mouse work out of everyday use.

Floppy disk users would be advised to stick with the basics and maybe use just a few coloured boxes unless they like swapping disks and waiting while the Amiga's very own 3.5-inch coffee grinder goes into action.

Once a database is created, the most important aspects of any package are the security of the data, how easily it can be retrieved, and how flexible the report printing is. *Datastore* scores well in all three areas. Password protection, for instance, is taken care of by simple file settings, and passwords can be saved with the database to make life easier for floppy users.

Data retrieval is taken care of by the Search and Query functions. Users can jump to a record by asking the program to find a string or a number for fast searches, which is really useful for long lists such as phone books or video cassette databases. Queries, though, are much more powerful.

By telling the program to find all records containing data which matches the Query criteria, users can syphon off a portion of the database and save it as a sub-set. Possible criteria are the usual Boolean Less Than, Greater Than, Equal To set, so it's easy to search for all phone numbers beginning with 0171, all videos which were loaned to friends more than a month ago, and so on. Once these sub-sets have been created and saved, users can view just the records in a sub-set at the click of a button.

Reports can be generated based on these Queries, and the example used by the manual, a list of club members who are behind with their subs, is a perfect example of creating well-targeted merged mailing lists for use in word processors. Reports themselves can be quite flexible, so there's nothing to stop you using this package to generate invoices and the like.

Thoroughly recommended as a database for the home user, *Datastore* does everything it needs to without fuss or fumbling, works well with the minimum of system resources, and is kind to novices. Can't say much better than that for the price, now, can you?

DATASTORE

DISTRIBUTOR
Digita International
01395 270273

PRICE
£69.99 (£49.99 from *AF68* Coverdisk upgrade – p35)

SYSTEM REQUIREMENTS
1Mb, WB2 or above

SPEED ●●●
Fast enough for most standard Amigas, the program can slow down when using graphics and extra fonts.

MANUAL ●●●●
Good with decent tutorials, but could have more info on specific features.

ACCESSIBILITY ●●●●●
Makes falling off a log seem a tricky exercise in precise bodily control.

FEATURES ●●●●
Everything you need for home data storage and retrieval, with especially good design and layout options.

VALUE ●●●●
At this price, you get a lot of database for your hard-pressed pennies.

"Not exceptionally fast, but very friendly and packed with features."

88%

Want this?

In the new-look March issue 47 of Amiga Shopper

- Add Zorro slots to your A1200 and A4000 with Ramiga's new Z5 and Z7 "tower" systems. Richard Baguley guides you through setting up a system step-by-step then tests it out for himself.
- Dave Haynie brings you the biggest and most comprehensive programming language supertest ever. Probably.
- Amiga Shopper's panel of experts solve your Amiga-related problems. This month they also answer some of your most frequently-asked questions.
- R Shamms Mortier interviews Brett Casebolt, the man behind the 3D landscape generator, Scenery Animator.
- Amiga Shopper's top 100 Public Domain programs and utilities. Jason Holborn trawls the ocean of PD software and comes up with the best.
- Mojo, of Foundation Imaging, adds the finishing touches to the spaceship he has been showing you how to build over the last two issues of Amiga Shopper.
- We have reviews of videos CD-ROMs and Lola's new genlock. And Graeme Sandiford tests out the latest LightWave plug-ins.
- We also bring you in-depth Comms, Assembler, C programming and Chess tutorials, written by experts in their field. (Check out Coverdisk 2 for full listings.)



On the two CoverDisks

- Coverdisk 1 contains a very special version of DICE 3.0, the Amiga C development system.
- Coverdisk 2 contains a complete database of every product we've ever reviewed in Amiga Shopper plus complete listings for our C, Assembler and Chess tutorials.



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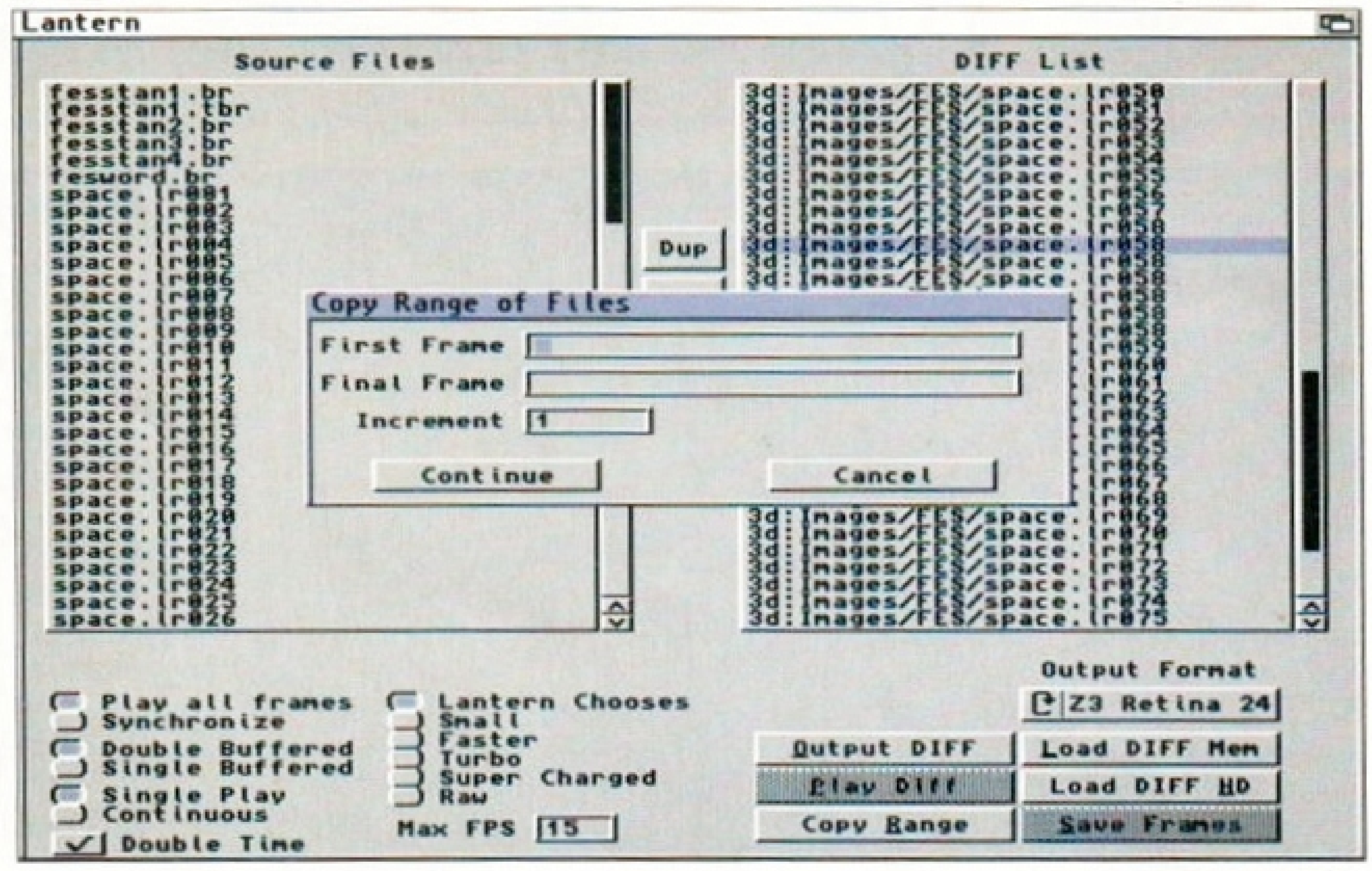
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Access

Magic Lantern 2

Sound and vision combine to open the eyes of Nick Veitch to this animation system.



The lack of sensible editing functions and general polish detract from a very clever piece of software.

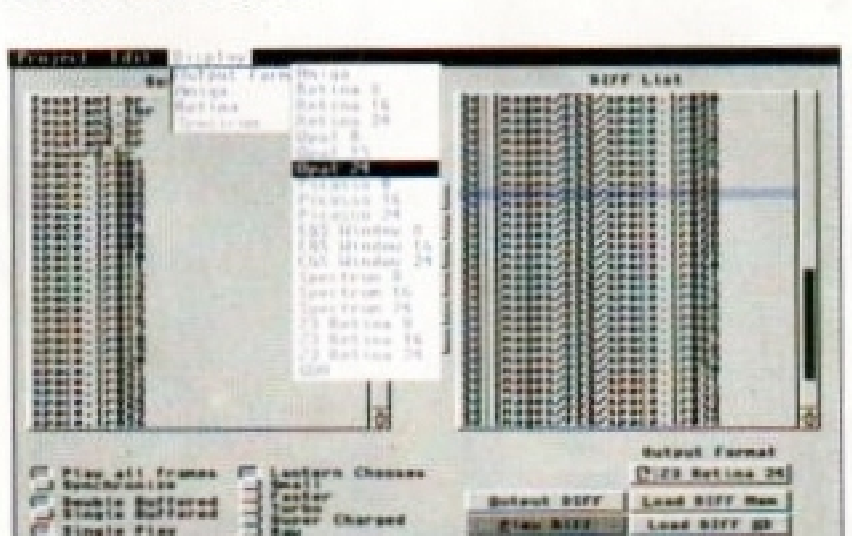
You probably don't remember when we last reviewed *Magic Lantern* in *AF54*, so I'd better explain everything all over again. The basic idea behind the software is that it takes your still frames and turns them into an animation. Well, that's not exactly gripping stuff is it? But it would be if the resulting animation was very smooth, and could be played back using virtual memory direct from your hard disk.

This is very useful, because now you don't need 10Gb of memory to run a minute-long sequence, you just need a fairly large hard disk partition. But then again, this sort of effect is possible with programs such as the excellent *ClariSSA* (*AF61* Coverdisk).

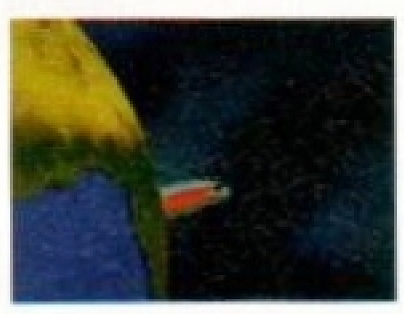
But *Magic Lantern* has a few more tricks up its sleeve. The first of these is stereo sound support. You can get the playback to include standard stereo Amiga sound samples by loading them into the play list. This means that you can synchronise the sounds with the animation (although perfect frame accuracy is somewhat elusive).

Even more impressive though, is the ability to optimise the animation for a whole host of display cards. The previous version supported the Retina and Picasso cards in 24-bit mode. The new version adds support for the Spectrum, generic EGS cards, OpalVision, Retina Z3 and native Amiga modes, including AGA, HAM-E and DCTV formats. Moreover, you can select 8-bit, 16-bit or 24-bit modes for the majority of the display cards, saving a lot of space and time if lower colour resolution is acceptable.

The software automatically picks up on the system software or the required mode, but you don't necessarily have to have the appropriate hardware to create an animation. This means that you can create a file to run on a Retina system even if you don't have one.



The range of output formats has increased dramatically since the last version.







Even a highly detailed sequence like this can be played back as smoothly as a well buttered banister

As for the playback speed, I would suggest that if you want to guarantee anything above 12 frames per second, you should get a 030-based Amiga, especially if you want to add sound. Of course, some cards perform better than others – the Z3 Retina is always going to be faster than the older Z2 model, the Rainbow is faster than the EGS and so on – *Magic Lantern* doesn't give them a rocket-propelled start for the 400m hurdles, but it does saw a few inches off the legs of the hurdles. Given that many of these graphics systems do not actually have animation systems bundled with them, *Magic Lantern* could be well worth considering.

The only real direct comparison is with the *MakeRace* system for the Retina and *Magic Lantern* would win in the 12th round on a technical knockout, but not without sustaining a nasty cut above the left eye. Some aspects of the control just aren't as good as they should be. For example, to select a range of numbered images, you have to type into a string gadget the name of the start and end images, instead of just clicking and dragging down the list.

Neither are there any sophisticated editing functions. Your frame list just appears down the left-hand side. You can insert and delete images singly, but not in blocks. Block support would be the minimum requirement for being able to insert loops and pauses in the animation, as it is this is just too tedious to do.

It does work though, and comes with stand-alone players for playing the DIFF files (as it calls its proprietary compression system) direct from hard disk or from RAM, if you are blessed with an abundance of this valuable commodity. You can also choose whether you want to optimise for space or speed, if you want double-buffering and various other choices.

MAGIC LANTERN 2

DISTRIBUTOR
Ramiga 01690 770304

PRICE
To be announced

SYSTEM REQUIREMENTS
Workbench 2.0, 1Mb

SPEED ●●●●
Optimised playback is very good quality and smooth too, even from hard disk.

MANUAL ●●
Very poor considering the complexity of the software, but it does give you the basics.

ACCESSIBILITY ●●●
The file import could have been a little more intelligent, but it's easy really.

FEATURES ●●●●
Significant improvement on the last version, but still more to do.

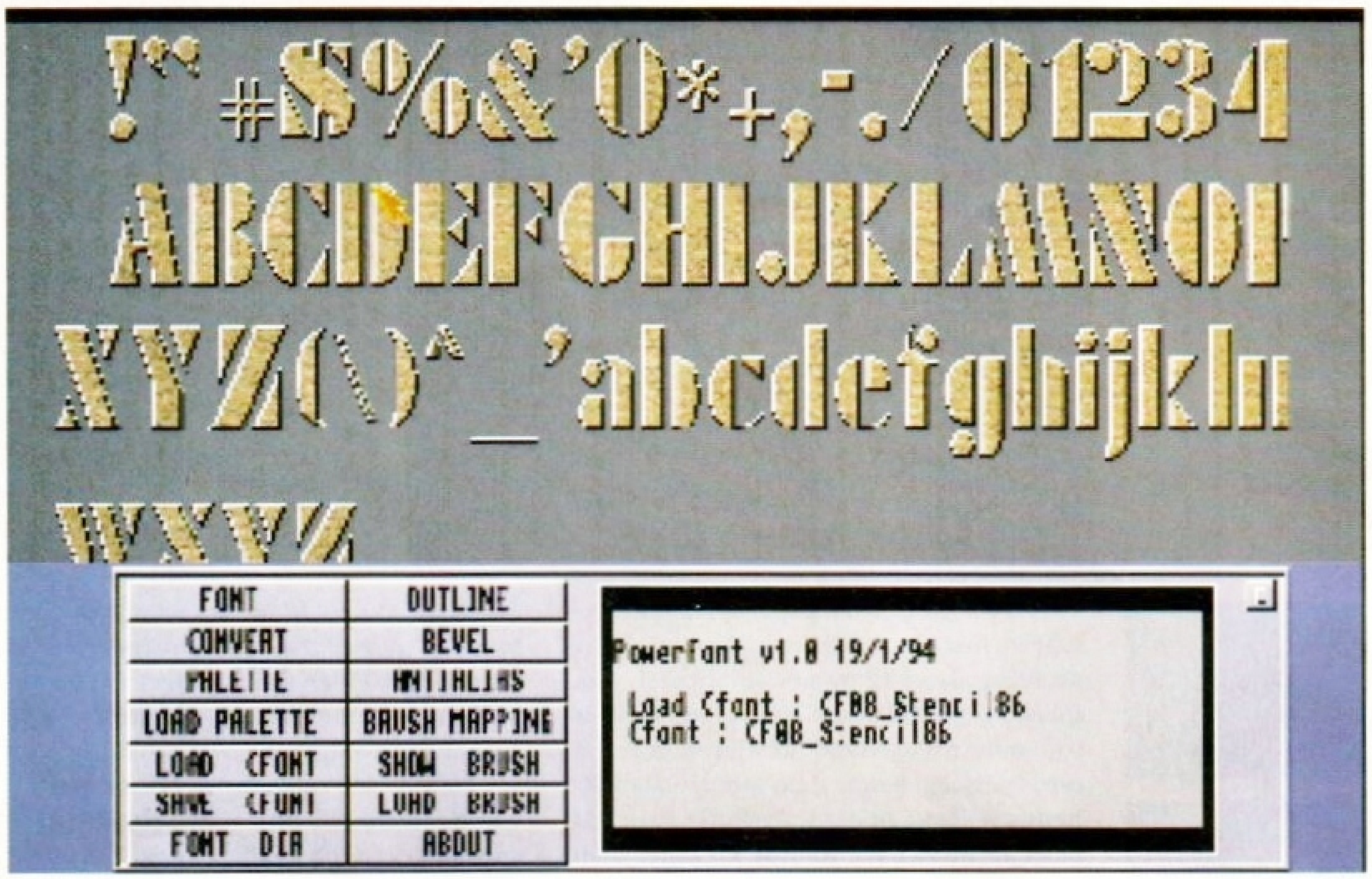
VALUE ●●●●
If they get the price right (sub £60) then this will slightly compensate for its failures.

"A rather basic, workmanlike animation system, which nevertheless works well."

76%

PowerTitler

If you want to add text to your videos, you need a titler. But do you need this one? Graeme Sandiford reports



***PowerFont* can be used to load and convert a variety of fonts and also maps IFF images to fonts.**

It's been a while since anything new and exciting has happened in the video-titling market – apart from the forthcoming arrival of the German Monument Titler. Although *PowerTitler* has been available in Italy for some time, it has only just been translated for the English-speaking market.

PowerTitler is, in fact, a suite of three separate programs, or modules. The first of these is *PowerFont*, which is a font conversion program. Next is the ambiguously-named *PowerCrawl*, which has absolutely nothing to do with crawling, but can be used to create horizontally scrolling titles. The final module is *PowerPage* which handles the creation of vertical titling. The idea behind *PowerTitler*, as is frequently the case with such software, is to provide a comprehensive and easy-to-use titling solution. Indeed, the publishers claim that you don't even have to even know what a computer is before using *PowerTitler*. While this may be a bit of an exaggeration – I'm assuming that you can at least tell the difference between the rodent mouse and the computer type – the modules are all very easy to get to grips with.

As I have a bit of a font fetish, the first module I tried out was *PowerFont*. This is the part of the suite that enables you to convert and enhance the fonts you intend to use in your titles. The program can load any kind of native Amiga font, such as Colour, CompuGraphic and ordinary Amiga bitmap fonts. However there is no support for PostScript fonts, but this is not much of a handicap because there are many good CompuGraphic fonts available.

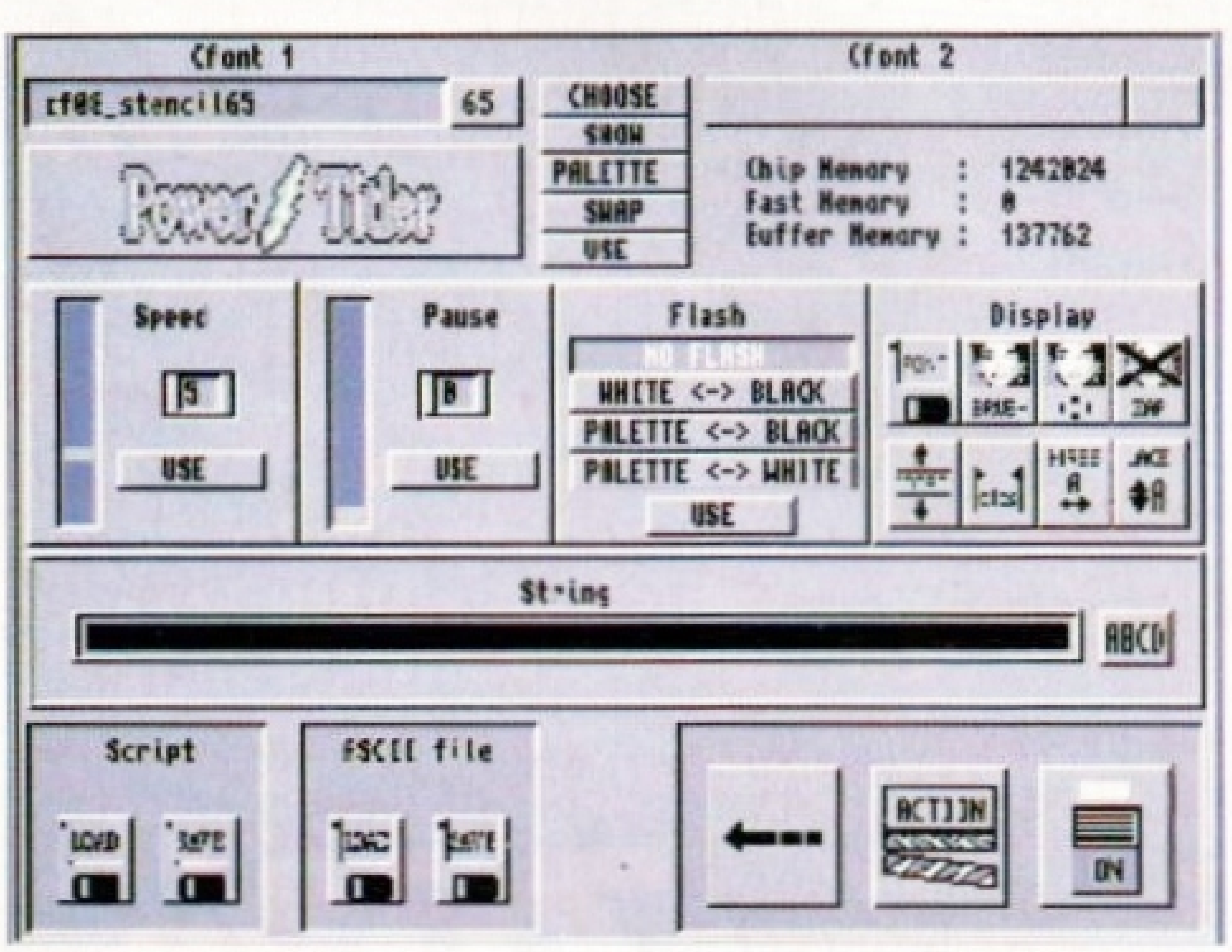
Once a font has been loaded you can apply the program's built-in text effects such as outlining, bevelling and anti-aliasing. You can also brushmap an IFF image to a font and edit the font's palette.

PowerCrawl can be used to create horizontally scrolling titles – kinda like the scrolly messages at the end of demos, only they don't wiggle their way around the screen in a headache-inducing fashion. You are given control over the scrolling speed, kerning and alignment of fonts, generating flash effects, brush editing, horizontal positioning of the titles and the screen resolution to be used. To produce the text for the titles you can either type it straight into the string gadget or load an ASCII file.

PowerPage combines many of the text manipulation tools of *PowerCrawl* with a host of wipes and fades. There are 42 effects in all, each with a self-explanatory icon. Each effect can be previewed before being applied, so you don't have to wait for several pages to be processed just to find out how the changes will appear.

Well that's most of the system's features, there is nothing particularly revolutionary about it but no important features are missing. Except one, that is. No AGA-support. Any graphics application which lacks support for the AGA-chip set is at severe disadvantage.

A minor fault that I also found annoying was that none of the programs were capable of multitasking. If it weren't for these two failings this package could be ideal for beginners. Although an AGA version is planned, for the time being this is another average program with a great deal of unfulfilled promise.



***PowerCrawl* specialises in generating horizontally scrolling titles. This is a bit like the ones you see in demos, but without as much wiggling.**

POWER TITLER

DISTRIBUTOR
ClassX Development
0039 587 749206

PRICE
£To be announced

SYSTEM REQUIREMENTS
1Mb RAM

SPEED ●●●
Reasonable. *PowerTitler* is no slouch, but it is not likely to set any speed records either.

MANUAL ●●●●
Although it's quite a small tome, it's big enough to cover all the programs' main features.

ACCESSIBILITY ●●●●
A simple interface makes *PowerTitler* extremely easy to use.

FEATURES ●●●
Although it has all the features you'd expect, *PowerTitler* is hampered by lack of AGA-support.

"PowerTitler is a package with a lot of promise but not much more."

70%

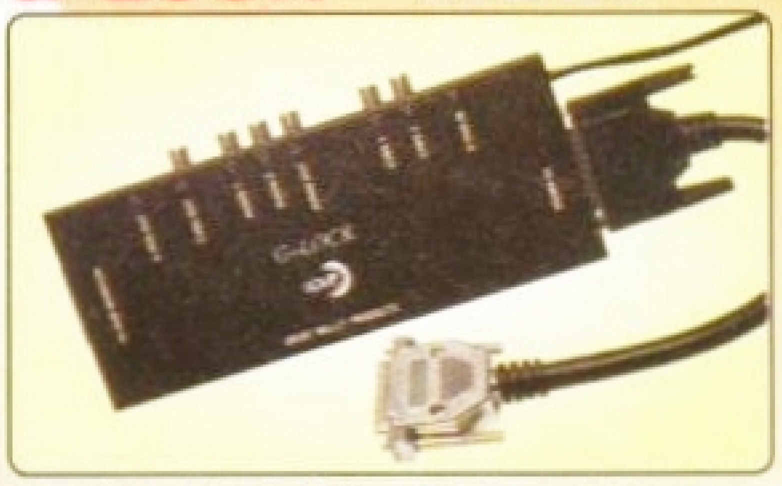
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This extremely high quality Amiga genlock, from GVP, has an intuition-based software control panel with full ARexx and command line interfaces. It is easy to use and supports most VHS and S-VHS video models. For crisp overlays of scrolling, or static titles, graphics over live video and recording to videotape with high quality results.

GOLD 94%

VIDEO: G-Lock's six video control panels enable you to perform a wide array of special effects on still or motion video including:
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FOR A3000/A4000



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RAM UPGRADES

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RAM BOARD UPGRADES

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4Mb POPULATED **£399** INC VAT - UPG 0874 | 16Mb POPULATED **£1199** INC VAT - UPG 0896

- Fast 040 Accelerator + RAM for A3000/A4000
- 40MHz 68040 Processor
- 40MHz 68882 FPU Built-in to the 68040 Chip
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- FREE Samples Disk

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FOR A1500/A2000/A3000/A4000



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FOR AMIGA 1500/2000



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Speed MIPS*	30
Processor	68040
Maths Co-Pro.	68882 in 68040 processor
Std 32-bit RAM	4Mb
Max 32-bit RAM	64Mb
Extras	SCSI Ser/Par
PRICE	~~£999~~ £899 INC VAT - UPG 0740

*MIPS: Millions of instructions / second, a normal Amiga runs at .87 MIPS

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216J

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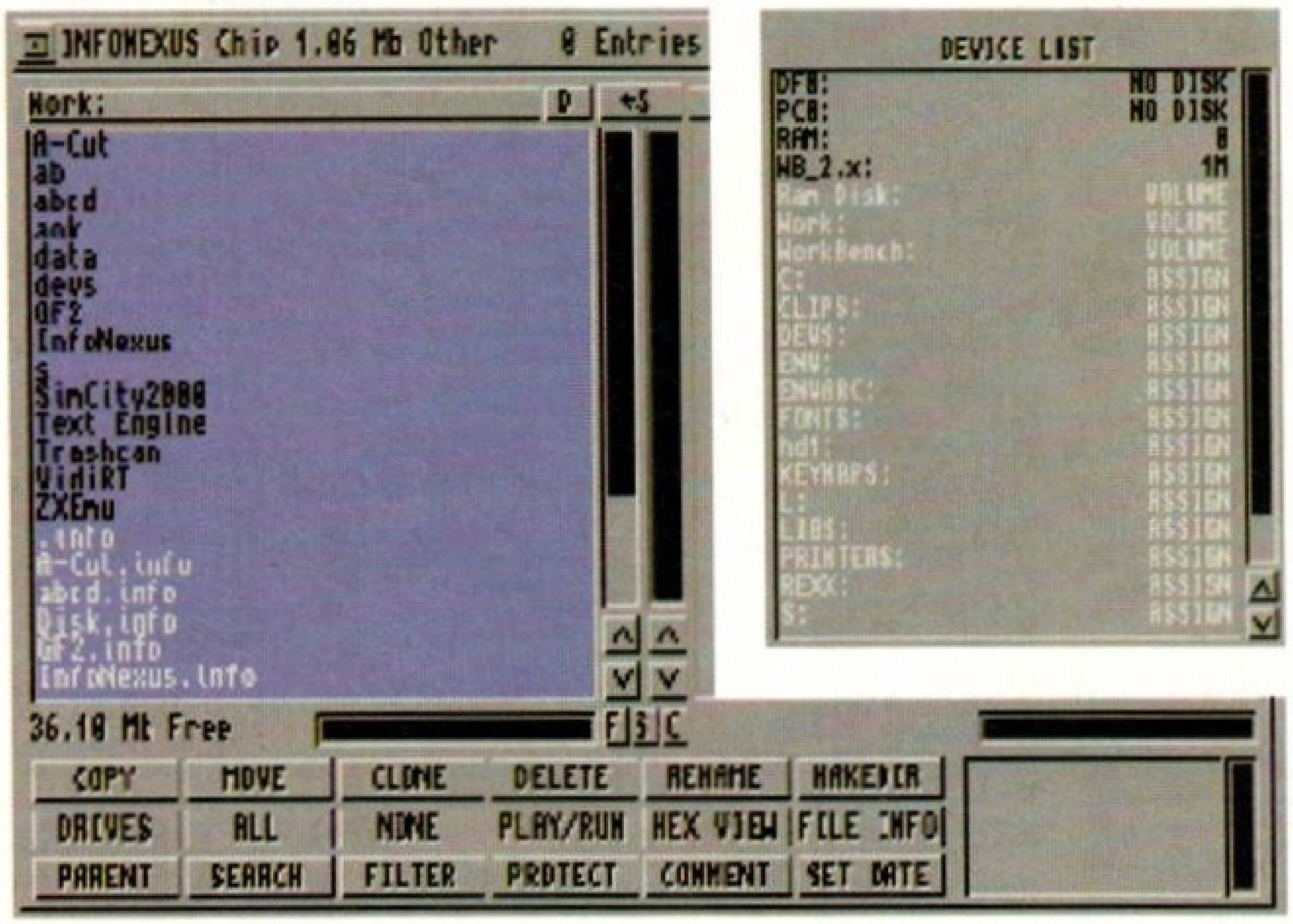
Info Nexus

The time comes when you need a directory utility to keep your hard disk affairs in order. But do you need this one? Steve McGill investigates...

It's one of those sadly inane facts of Amiga life that if productivity and efficiency are required, the filing system has to be kept in order. This can be achieved with recourse to the Shell, but it's a time-consuming and tedious task. That's why, for the sake of convenience, a directory utility is needed.

Directory utilities on the Amiga can be compared to catalytic convertors in motor cars. If you think of the Shell as the spurious noxious by-product of the Amiga Operating System's power and convenience, then you're well on the way to understanding why a file manager utility such as *Info Nexus* can be such a life saver for the user.

It's inevitable that any Amiga directory utility is going to be compared directly against *Directory Opus*, and in a straight fight of function, customisation and power, *Info Nexus* comes out battered and bruised against the might of *Opus*. But, *Opus* costs £20 more than *Info Nexus*, so you'd expect it to.



MAIN: Much like every other disk utility on the market, *Info Nexus* uses two windows – one for source and one for destination.

INSET: To save space on the main screen, pop-ups are used throughout.

The main question you've got to ask yourself is: do I really need the power of *Directory Opus*? Well, six months ago, as a leaving present to sister magazine *Amiga Power*, I installed *Opus* on their A1200's hard drive. It let them get on with the humdrum tasks that take up so much time when using the Shell.

More importantly, it saves them time when viewing their readers' Gallery entries (titled In The Style Of). Despite their fatuous hatred of all things they perceive as technical and their initial resistance to its installation, they use it all the time now.

But *Opus* is overpowered for the use they put it to. *Info Nexus* could just as easily have fitted the bill. The most used and convenient function buttons are logically laid out underneath the source and destination windows.

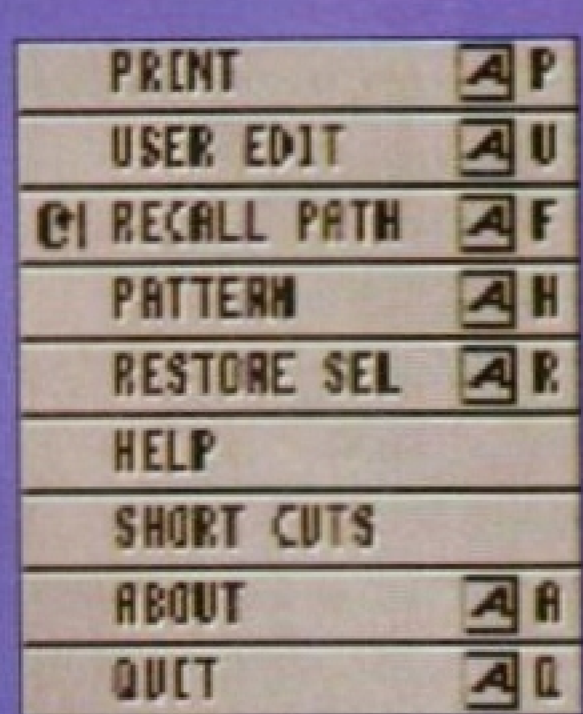
The program uses a menu system called Pop And Roll, so rather than moving up to the top of the screen and pressing the right mouse button to access the menus, you only have to press the right mouse button anywhere on screen. This gives you access to a load of handy functions such as filter switching, pattern matching and file sorting.

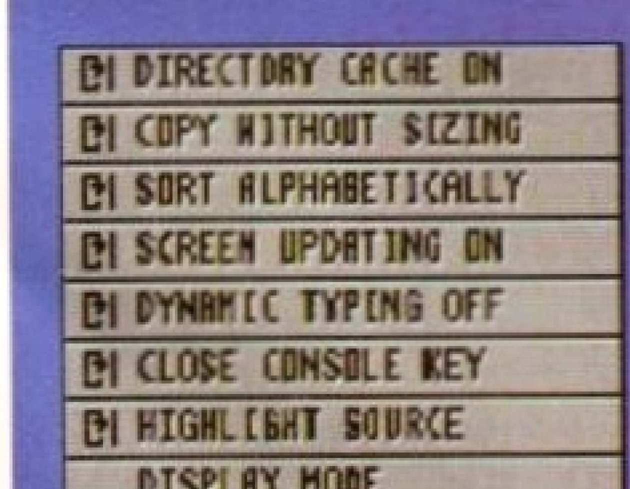
Info Nexus doesn't actually offer any new features to rock the *Directory Opus* boat and anyone who already owns *Opus* will probably turn their nose up at *Nexus*. But, if you're in the market for a fairly straightforward, what-you-see-is-what-you-get directory utility, you could do far worse than buy a copy of *Info Nexus*.

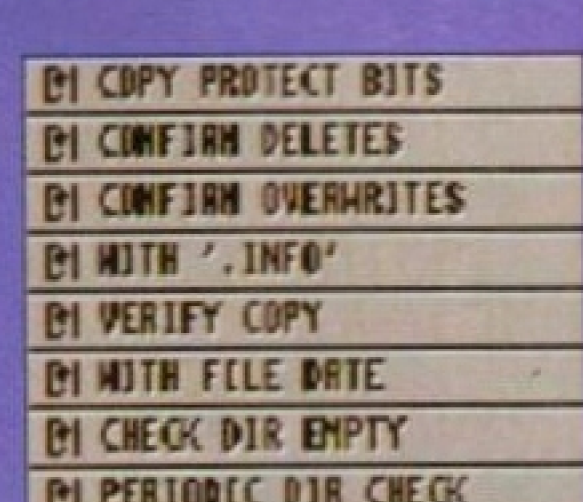
POP 'N' ROLL

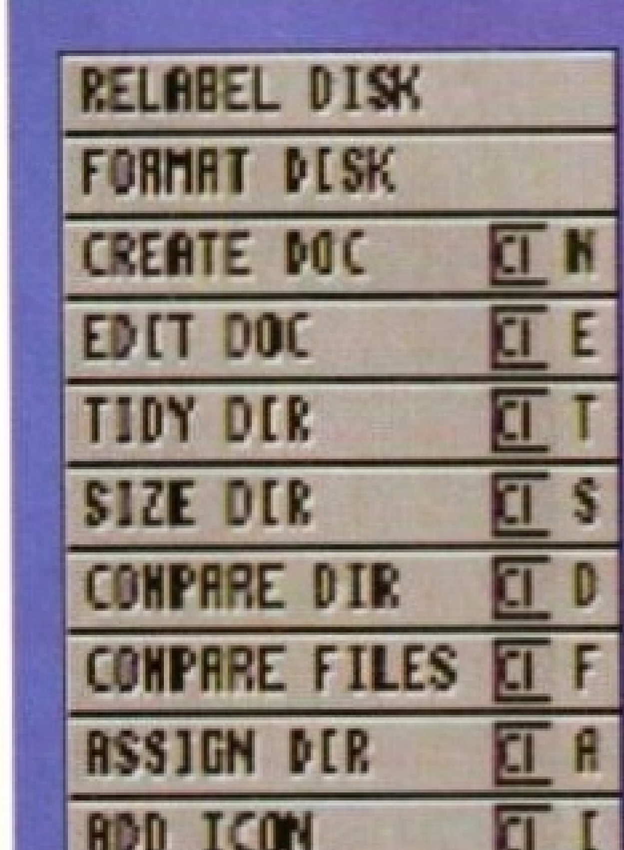
Although a bit gimmicky, the Pop And Roll menu system is easy to get to grips with.

Hit the right mouse button to pull down the menu you require. Then it's just a case of selecting with the left button.











INFO NEXUS

DISTRIBUTOR
Optonica 01455 558282

PRICE
£29.95

SYSTEM REQUIREMENTS
1Mb

FEATURES ●●●
Not as extensive as *Directory Opus*, but perfectly adequate.

SPEED ●●●
Some functions, such as formatting, seem slower than using the Shell.

MANUAL ●●●
Extended explanations of some of the functions would have been both useful and appreciated.

ACCESSIBILITY ●●●●
Can be accessed straight away without recourse to the manual.

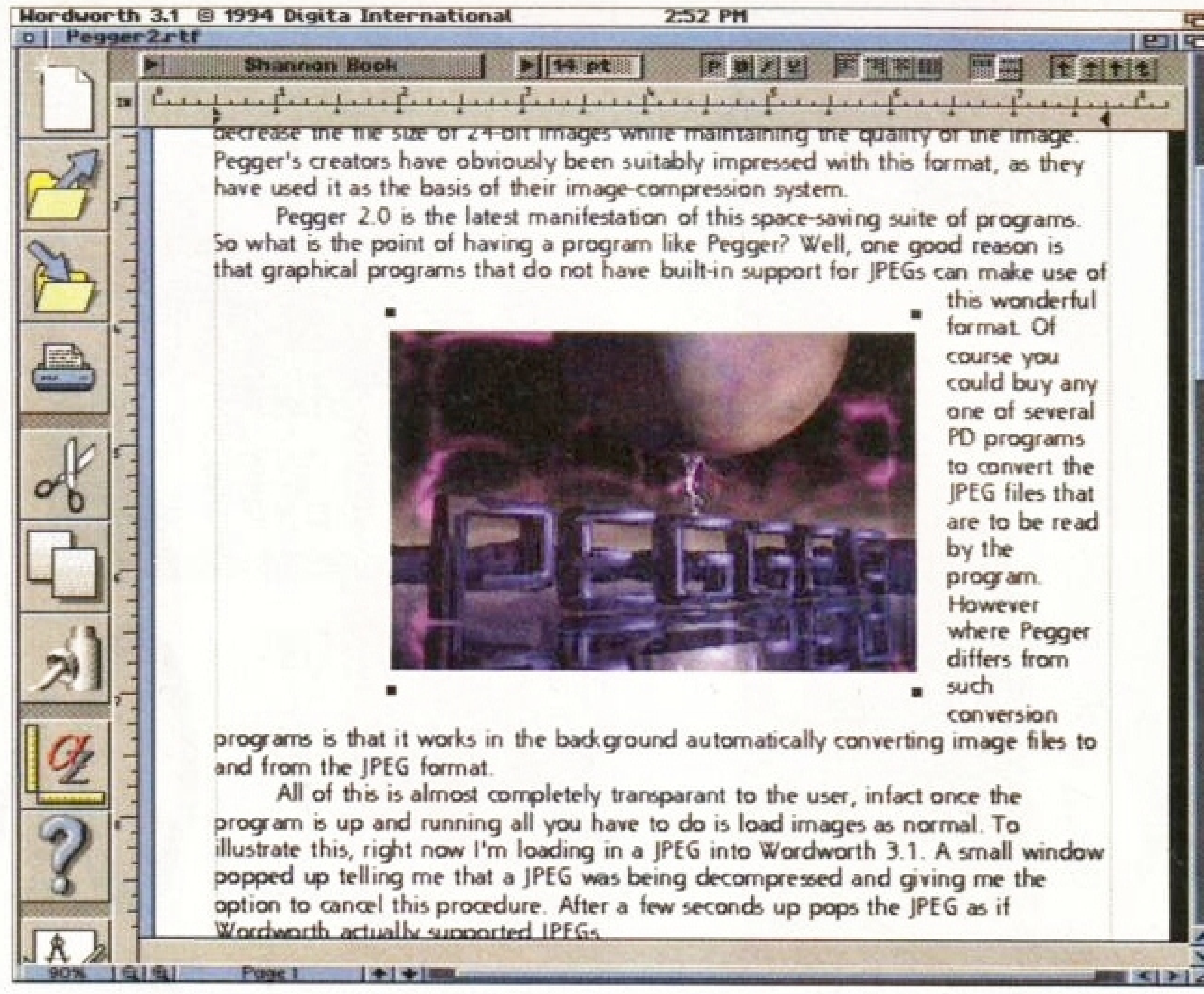
VALUE ●●●
Info Nexus is a reasonable price but not outstanding value.

"If you can't afford Directory Opus, give Info Nexus a close look. It could save your hair."

71%

Graeme Sandiford puts you in the picture about the new version of *Pegger* that could revolutionise the way you use 24-bit graphics.

Although JPEGs are quite common now, not all software supports them directly – unless *Pegger* transparently converts them.



Pegger 2.0

The Joint Photographic Experts Group are the people responsible for that most wonderful of 24-bit image formats, the JPEG – one of the most important developments in the field of computer graphics. Storing graphical information, especially 24-bit data, has long been one of the quickest ways to fill a hard disk or other storage media, but the demands have been lessened thanks to the introduction of the highly compressed JPEG format.

JPEG is a 24-bit format that uses compression algorithms to decrease the file size of 24-bit images while maintaining the quality of the image. *Pegger*'s creators have obviously been impressed with this format, because they have used it as the basis of their image-compression system.



With *Pegger*, *Lightwave* can automatically support JPEGs – both for output and input texture maps.

Pegger 2.0 is the latest manifestation of this space-saving suite of programs, but what is the point of having a program like *Pegger*? Well, one good reason is that graphical programs that do not have built-in support for JPEGs can make use of this wonderful format. Of course you could buy any one of several PD programs to convert the JPEG files that are to be read by the program. Where *Pegger* differs from such conversion programs is that it works in the background automatically converting image files to and from the JPEG format.

All of this is almost completely hidden from the user, in fact once the program is up and running all you have to do is load images as normal. To illustrate this, right now I'm loading a JPEG into *Wordworth 3.1*. A small window popped up telling me a JPEG was being decompressed and giving me the option to cancel this procedure. After a few seconds up came the JPEG as if *Wordworth* actually supported JPEGs.

The fact that I only had to wait a few seconds, is one improvement over the first version of *Pegger*. When dealing with 24-bit images the loading time can be up to twice a quick as with *Pegger 1.0*. An improvement in speed is not the only refinement – the Snoop feature has also been improved. It is now possible to snoop on specific programs only and this can be done by simply selecting a program in memory or by selecting its location and directory.

The Snoop program can still be used to convert files in a particular directory or compress and decompress files for programs within a specified directories. *Version 2.0* can also snoop across networks such as Parnet and commercial offerings. The program works seamlessly with all the programs I tried including *Imagine*, *Lightwave*, *Brilliance* and *VistaPro*.

It was a nice feeling to be able to load JPEG format textures into *Lightwave*, without having to convert them first. However, JPEG is now pretty much the de facto 24-bit format, and the number of programs that do not support it is dwindling. But the popular programs I just mentioned still lack that support. When it comes down to it, it's just a matter of whether you feel that the convenience is worth the price. Personally, at a price of £34.95, I think it is.

PEGGER 2.0

DISTRIBUTOR
Ramiga 01690 770304

PRICE
£34.95

SYSTEM REQUIREMENTS
Wb 2.04 or higher, 2Mb of RAM and a hard disk.

SPEED ●●●●
Much faster than the previous version, although an accelerator is desirable.

MANUAL ●●●●
It describes the operation of the program adequately.

ACCESSIBILITY ●●●●●
Once activated the program needs no further attention.

FEATURES ●●●●
Pegger has some useful and innovative features.

VALUE ●●●●
The original *Pegger* cost almost £90. At £35 *Pegger 2.0* is very good value for money.

"Pegger is a good product, although it is of diminishing usefulness."

86%

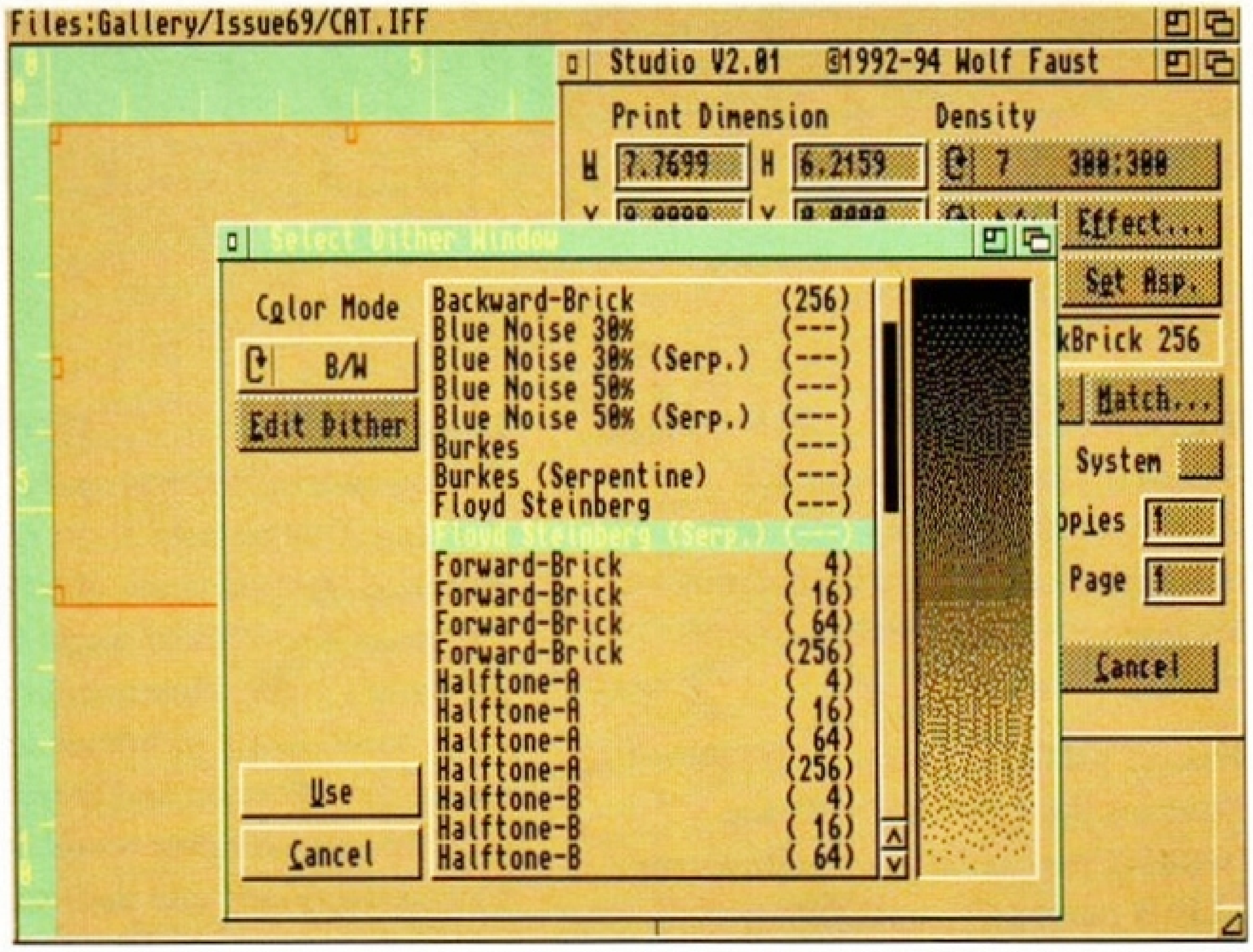
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Badged as the ultimate Amiga printing utility, does JAM's *Studio Professional 2* live up to this claim? Jason Holborn reveals all...



Studio's printing utility even lets you print poster-sized images on a low-memory system.

Studio Professional 2

Printers have caused more sleepless nights than any other Amiga add-on. We should know because month after month, the *Amiga Format* Workbench postbag is crammed full of letters from disgruntled printer owners.

The range of problems is diverse but one crops up over and over again – printer drivers. Although Commodore tried their best to supply a good selection of drivers, many printer owners find the official drivers either won't work with their printer or the quality leaves a lot to be desired.

Printer enhancement programs are nothing new – even the printer manufacturers (notably Citizen, Star, Panasonic and Canon) have tried to remedy the problem of inadequate drivers with the release of their own custom drivers. Although these are a marked improvement, they still aren't perfect.

But printer woes could be a thing of the past thanks to *Studio Professional 2*, a powerful printer enhancement package programmed by Wolf Faust, the author of Canon's *Print Studio* software.

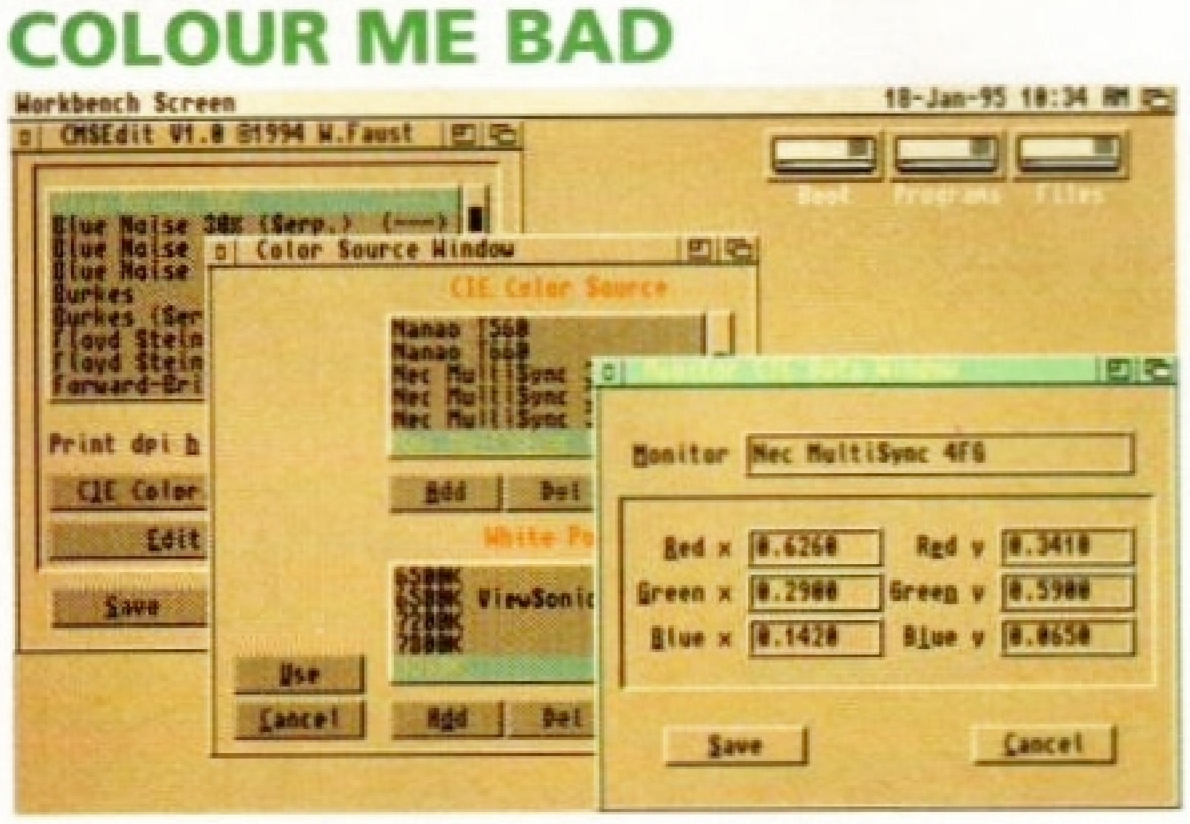
The heart of *Studio Professional 2* is a vast range of brand new printer drivers which replace Commodore's own efforts. Written from the ground up completely in *Assembler* language, *Studio* drivers are supplied for all manner of printers including HP DeskJets and LaserJet compatibles (most non-PostScript lasers use HP LaserJet emulation), Canon Bubblejets, NEC, Seikosha, Epson, Oki, Panasonic, Star, Citizen, Brother and more. Even if the printer you own isn't featured, you can bet that one of the drivers will be more than suitable.

All these printer drivers are fully Preference-compatible so applications that use the Amiga's Preference printer system benefit from *Studio Pro 2*. The *Studio* manual also includes a section devoted to getting it to work with packages including *Professional Page*, *Wordworth* and *PageStream 3.0*. This level of detail is continued throughout the manual with every aspect of *Studio*'s operation explained. There's also a reference section which displays the effect of all *Studio*'s 50 dither patterns.

Bundled with *Studio Professional 2* are a number of tools to make printing easier, including a picture-printing tool which, as well as IFF, can import and print images in Targa, GIF, JPEG, IFF Deep and any other OS 3.0 Datatype-supported format. You're not restricted to single-page images either, but can print poster-sized pictures over several sheets on a low-memory system.

The acid test for printer enhancement utilities is how much better your printouts become. Although it takes time to adjust *Studio* to your system, perseverance pays off and comparing the quality of *Studio*'s drivers to the standard Workbench ones is like putting a Van Gogh alongside Steve Bradley's *DPaint* scrawls. If you want to improve your image, then *Studio Pro 2* should be top of your shopping list.

COLOUR ME BAD



Studio's new CMS system attempts to match the colours of your printout to those that you see on your monitor screen.

An impressive aspect of *Studio Pro 2* is its Colour Management System (CMS) for colour printers. CMS calibrates the colour and monochrome output of a printer so that it matches a monitor or other colour source (a scanner, for example). Supplied with CMS is a range of phosphor-type files for monitors from NEC, Sony, Philips and even HDTV (High Definition TV).

STUDIO PROFESSIONAL 2

DISTRIBUTOR
JAM 01895 274449

PRICE
£49.95

SYSTEM REQUIREMENTS
WB 2.4 or better, 1Mb RAM

SPEED ●●●●
Studio drivers aren't only better quality, but they're faster too.

MANUAL ●●●●●
Despite the garish cover, the manual is totally top notch.

ACCESSIBILITY ●●●
Studio's complexity makes it a rather difficult package to work with.

FEATURES ●●●●●
Without doubt the most powerful printer enhancement utility available for the Amiga.

VALUE ●●●
Fairly expensive but worth every penny if the quality of your printouts really matter.

"If you want to improve the quality of your printouts then Studio Pro 2 is the answer."

86%

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RAM 0520	A500PLUS - 1Mb RAM	£30
RAM 0605	A600 - 1Mb (No Clock)	£30
RAM 0610	A600 - 1Mb (With Clock)	£40

POWER SUPPLY

FOR A500/A600/A1200 - 1 YR WARRANTY

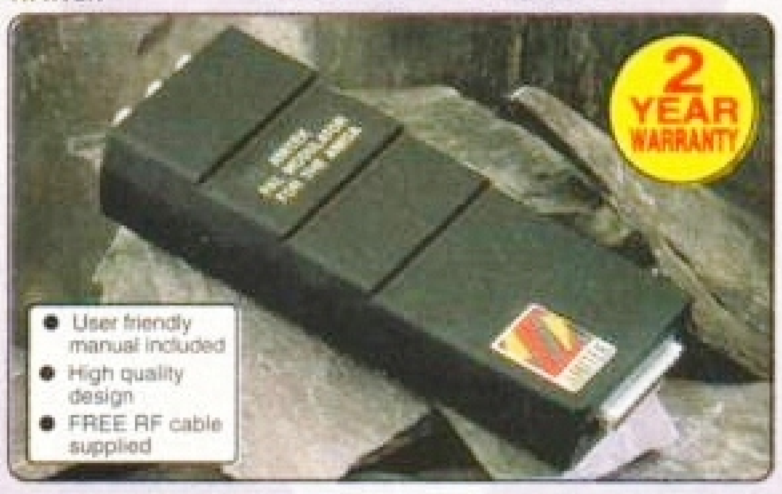
This power supply is an ideal replacement unit, which can deliver 1.0 Amp on 12V and 4.5 Amps on 5V. More than enough power for a seriously expanded Amiga!

POW 0510 AMITEK POWER SUPPLY UNIT £29 INC VAT

MODULATOR

FOR ALL AMIGAS

2 YEAR WARRANTY



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MODULATOR £34 INC VAT - MOA 4200

HAWK RAM UPGRADE & MATHS ACCELERATOR OPTIONS

FOR THE AMIGA 1200

1Mb, 2Mb, 4Mb & 8Mb RAM versions available with Optional Extra Floating Point Unit

2 YEAR WARRANTY



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FPU SPEED COMPARISON — INCREASES OPERATION BY UP TO 40x — In FLOPS (FLO Point operations per Second) Figures from AIBB version 6.1 — Amiga 1200: 1.0; 40MHz FPU 4Mb RAM: 40.27

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- Does not invalidate your A1200 warranty
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AMITEK HAWK RAM UPGRADE BOARDS

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INC VAT - RAM 1210	INC VAT - RAM 1220	INC VAT - RAM 1240	INC VAT - RAM 1280

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33MHz PLCC FPU + CRYSTAL	£59 INC VAT
40MHz PLCC FPU + CRYSTAL	£99 INC VAT

PRICES FROM ONLY — 1Mb RAM, NO FPU — £99 INC VAT - RAM 1210 — FREE DELIVERY IN UK MAINLAND

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FOR ALL AMIGA COMPUTERS



'Amitek's new disk drive combines an elegant design, high build quality and smooth performance in a very affordable package. Highly recommended'. Jason Holborn - Leading Amiga Journalist

DELUXE FEATURES

The Amitek drive has many deluxe features not included in other drives - check out the competition!

ANTI-CLICK

This feature stops your drive making whirs and clicks when the drive is empty and searching for a disk.

ANTI-VIRUS

This switchable mode stops track 0 viruses infecting the disk while in the drive. Unlike many other drives which have virus killers, this mode can be disabled, allowing some fussy copy protected software to run.

ADD MORE DRIVES

The Amitek drive is also daisy-chainable, so you can add further drives to your system, using very little power from your Amiga.

QUALITY SONY MECHANISM

Amitek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners demand.

Details taken from models available MARCH '94	ANTI-CLICK	ANTI-VIRUS	ROBUST STEEL CASE	QUALITY SONY MECHANISM	TOP RATED CU-AMIGA MAY '94 90%	2 YEAR WARRANTY
AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	–	–	–	–	–	–
ZAPPO	–	–	✓	–	–	–

- High Quality 3½" Sony Mechanism
- Strong Metal Casing
- Built-In Anti-Click Feature
- Switchable Anti-Virus Mode
- Enable/Disable Switch
- 75ms Access Time
- Daisy Chainable Via Thru Port
- Low Power Usage - Ext PSU Not Req'd
- External PSU Not Req'd
- 2 Year Warranty

EXTERNAL DRIVE £59 INC VAT - DRI 1159 — FREE DELIVERY IN UK MAINLAND

1Mb INTERNAL FLOPPY DRIVES

FOR AMIGA 500/500PLUS & AMIGA 600/1200

These internal Amitek replacement drives are ideal for users who wish to replace their existing internal drive.

The packs feature a high quality internal 1Mb 3½" drive mechanism for the Amiga 500/500PLUS or Amiga 600/1200. All you need to fit your drive is included, plus easy to follow fitting instructions and 12 months warranty.



1 YEAR WARRANTY

A500/A500PLUS INTERNAL DRIVE £34 INC VAT - DRI 3600

A600/A1200 INTERNAL DRIVE £44 INC VAT - DRI 3605

NEW FUSION GENLOCK

FOR ALL AMIGA COMPUTERS

2 YEAR WARRANTY



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CD-ROM round-up

The number of Amiga CD-ROM releases is increasing every month. Jason Holborn was there to meet the new arrivals and put them through their paces.

The Assassins Collection

£19.99 ■ PD Soft ■ 01702 466933


Over 600Mb of pure entertainment await you on the *Assassins* disc, according to the title screen. It's not wrong, you know.




There are games for every occasion on the *Assassins* disc, which features the contents of 200 floppy disk releases.

Amiga CD-ROM titles have often been less than user friendly – unless you happen to know *AmigaDOS* inside out – and beginners generally need not apply. *The Assassins Collection*, however, is the exception – every single aspect of this excellent disc is highly polished and oozes complete professionalism.

Even the greenest beginner can load and run any of the games from the MagicWB icons and custom Interplay-generated menu system. Many of the games are specific to this collection, so there's plenty to keep even the most hardened Public Domain games fan happy. *The Assassins Collection* is certainly the pick of this month's CD-ROM offerings. Buy it now.

AMIGA FORMAT GOLD

"The best collection of Public Domain games on CD-ROM. Get it now!"

95%

ULTIMEDIA

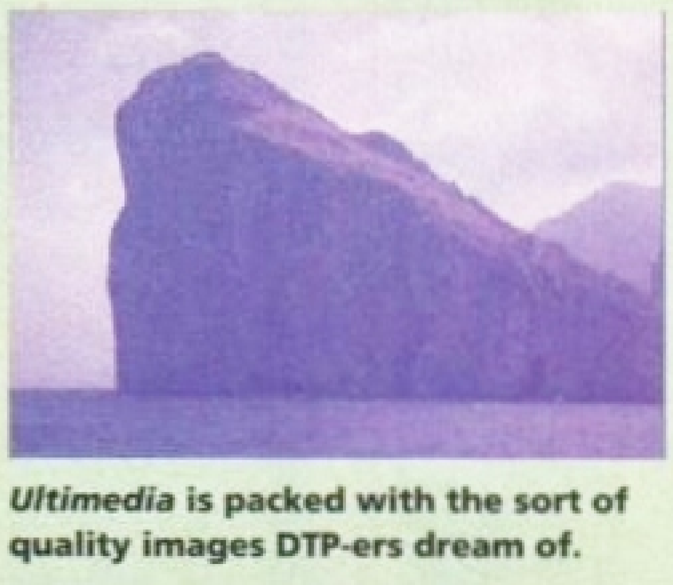
£29.99 ■ PD Soft ■ 01702 466933

If you're a multimedia or desktop publishing fan then this CD-ROM collection from PDSoft should be of interest.

For your £30 you get two CD-ROMs containing lots of GIF format images, textures, animation files and sound files. Sadly, the animations and sounds are not stored in native Amiga file formats although the discs include Amiga utilities (converters and players) to handle the PC .FLI and .WAV file formats.

For the vast range of high quality images alone, *Ultimedia* is worth checking out.




Ultimedia is packed with the sort of quality images DTP-ers dream of.

"Ultimedia is a good source of multimedia and DTV files."

82%

FRESH FISH VOL 7

£19.95 ■ PD Soft ■ 01702 466933



Normally, I'd be very enthusiastic about a new Fresh Fish CD-ROM but it's hard to get excited about *Fresh Fish Volume 7* because everything on this disc can also be found on *Gold Fish 2*, which also features hundreds of megabytes of software that you won't find on *Fresh Fish 7*. I guess it's simply a case of bad timing. Even the content is unusually weak – unless you're a GNU fan, the disc's 109 new programs hardly justify the £20 price tag. Get *Gold Fish 2* instead.

65%

Gold Fish 2

£29.99 ■ PD Soft ■ 01702 466933



Fred Fish's *Gold Fish* CD is generally regarded as the best PD CD-ROM title you can buy for your CD-equipped Amiga so I was pretty excited when *Gold Fish 2* arrived. *Gold Fish 2* is not simply an update of Volume 1, but a totally new collection of PD. The two discs contain all the new PD programs released on *Fresh Fish Volumes 1* through to *7* (550Mb of it!), GNU libraries, CD-ROM admin tools and so on.



One of the pictures from the art section on the impressive *Gold Fish 2* disc.

"An invaluable source of PD utilities from the master himself."

85%

Power Games

£19.99 ■ PD Soft ■ 01702 466933



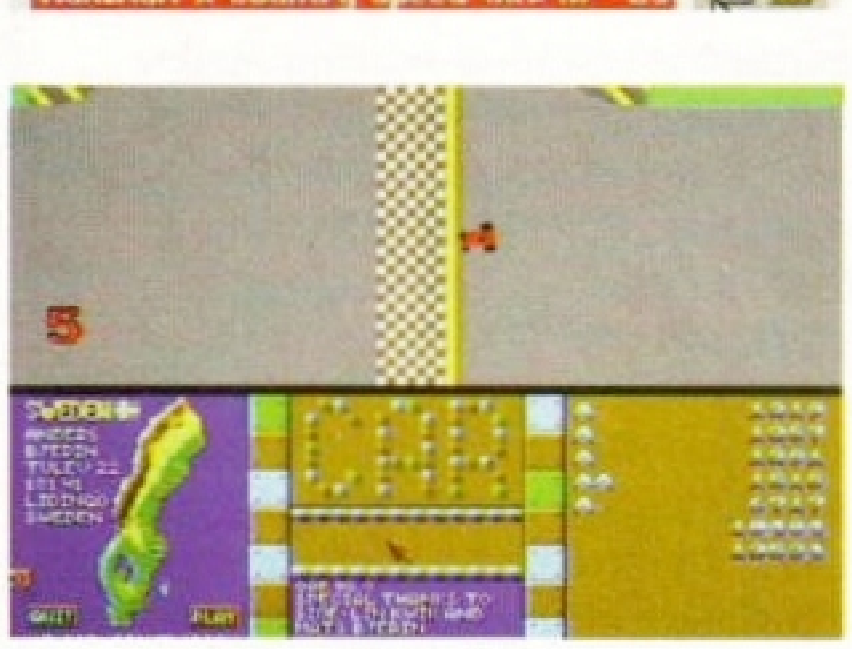
PD game compilations are a popular choice with both Amiga CD-ROM fans and CD^{32} owners starved of decent new titles. This latest disc from PD Soft was originally produced by a German company called Media Team and contains over 500 games plus – unusually – a handful of commercial demos and a nice selection of tips for well known full-priced games.

Although not quite as polished as the *Assassins Collection*, *Power Games* is still worth investigating.





Ack Ack: one of 500 PD games on the *Power Games* disc which also features tips and demos.



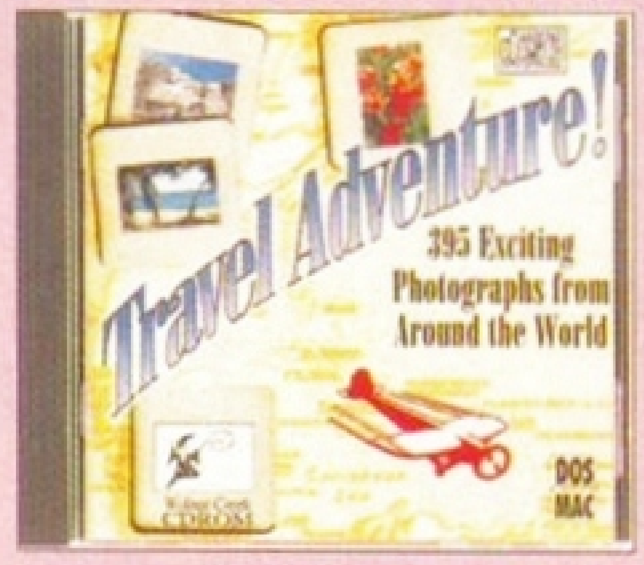
Campaign: travel the world and shoot people.
Car: travel the world and race against people.

"A healthy selection of the best in Amiga PD games."

80%

TRAVEL ADVENTURE!

£19.99 ■ PD Soft ■ 01702 466933



With the advent of Kodak's PhotoCD technology, getting your hands on high-quality 24-bit images no longer requires an expensive flatbed scanner – simply snap away, take your film along to a High Street developer and they'll send it to Kodak to put your slides on to Compact Disc. Washington DC photographer Nick Shears has taken advantage of this technology with the release of *Travel Adventure!*, a collection of travel photos from around the world.

Available in GIF and TIF format, the quality of the photos is top notch. For multimedia producers and graphics fans, this disc provides a fine selection of quality artwork.

"A collection of high-quality photos from around the world."

78%

TOWN OF TUNES

£24.99 ■ PD Soft ■ 01702 466933



Town Of Tunes originates from Scandanavia and is yet another compilation of *SoundTracker* modules and music-related utilities for both the Amiga and PC.

Utilities on offer for those of us sensible enough to have a Motorola under our bonnet include sample editors, MIDI tools, a tracker and various sound converters. The main attraction of the disc is the massive selection of modules which are arranged into separate directories in alphabetical order.

In terms of value and content, *Town Of Tunes* loses out to Weird Science's *Sounds Terrific* double CD (*AF66* 80%), which is £5 less.

65%

IMAGINE ENHANCER

£49.95 ■ Gordon Harwood ■ 01773 836781



If PD compilations are the most popular types of Amiga CD-ROM then compilations aimed at the 3D rendering nut aren't far behind. This disc was first produced by German company Oberland – every file and directory is listed in German. *Imagine Enhancer* is aimed at Amiga and PC *Imagine* users alike. There's the usual selection of 3D objects, texture maps and attributes. An uninspired release.

50%

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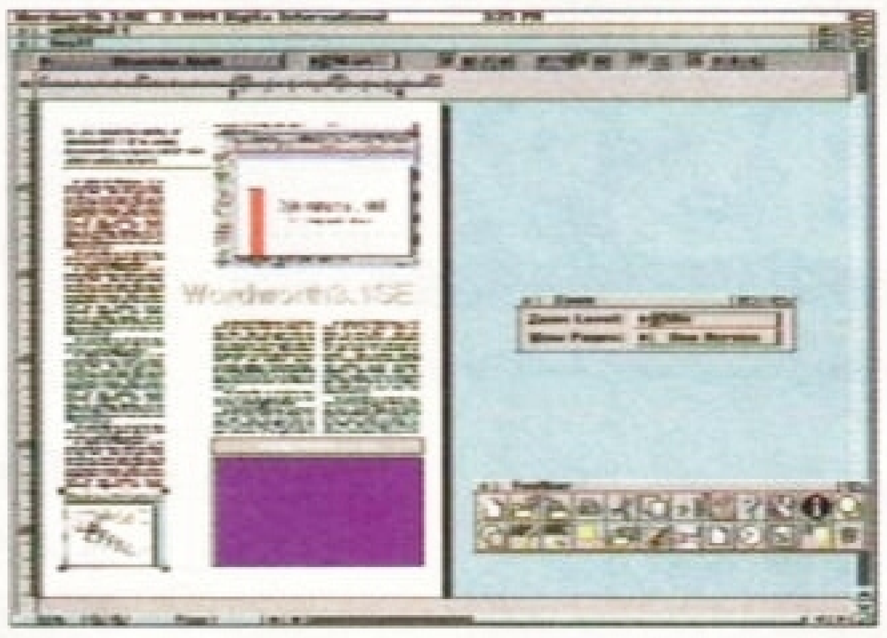
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(2Mb RAM required) GOLD rated

ALADDIN



A Gold-rated game (90% *AF66*), *Aladdin* is a brilliant conversion of the Mega Drive platform romp which could quite conceivably be the prettiest Amiga game ever, or so Steve Bradley claimed in his review. He also said "*Aladdin* truly is a lovely game", and he knows about these things. Subscribe to *Amiga Format* and *Aladdin* is yours, FREE, instead of the more usual £29.99.

(AGA only) GOLD rated

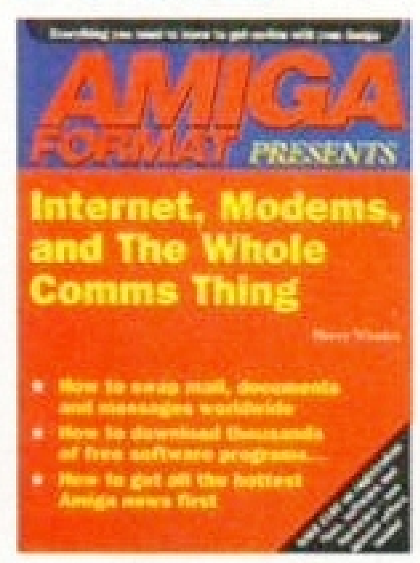
CANNON FODDER 2

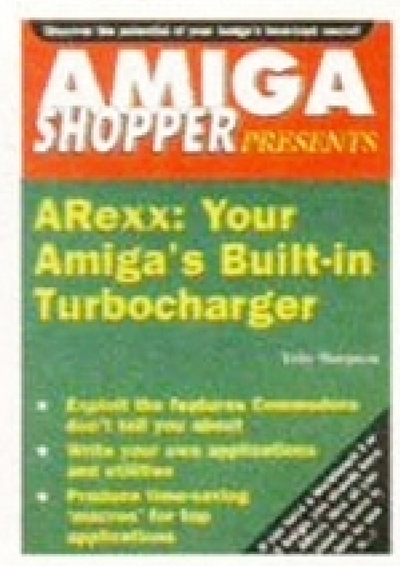


And the *Amiga Format* Gold awards just keep on coming. The sequel to quite possibly Sensible Software's finest hour, *Cannon Fodder 2* (90% *AF66*) retains all the playability of the original game while offering several different time zones in which to deploy your universal soldiers. Subscribe to *AF* today and this exciting new release is yours for NO CHARGE (normally £29.99).

GOLD rated

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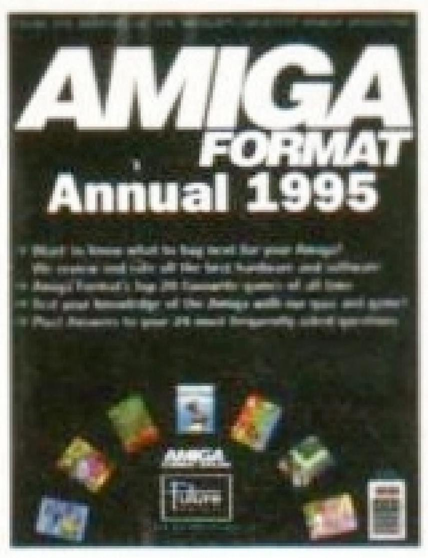
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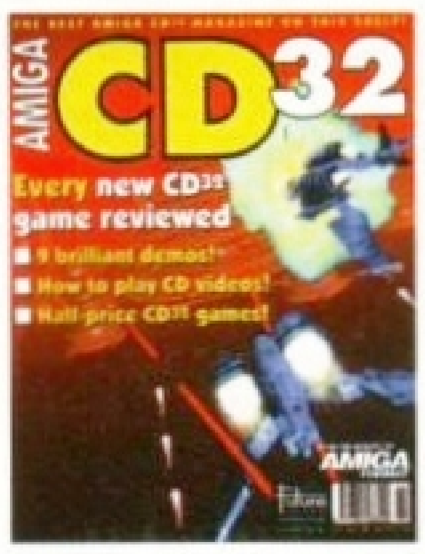
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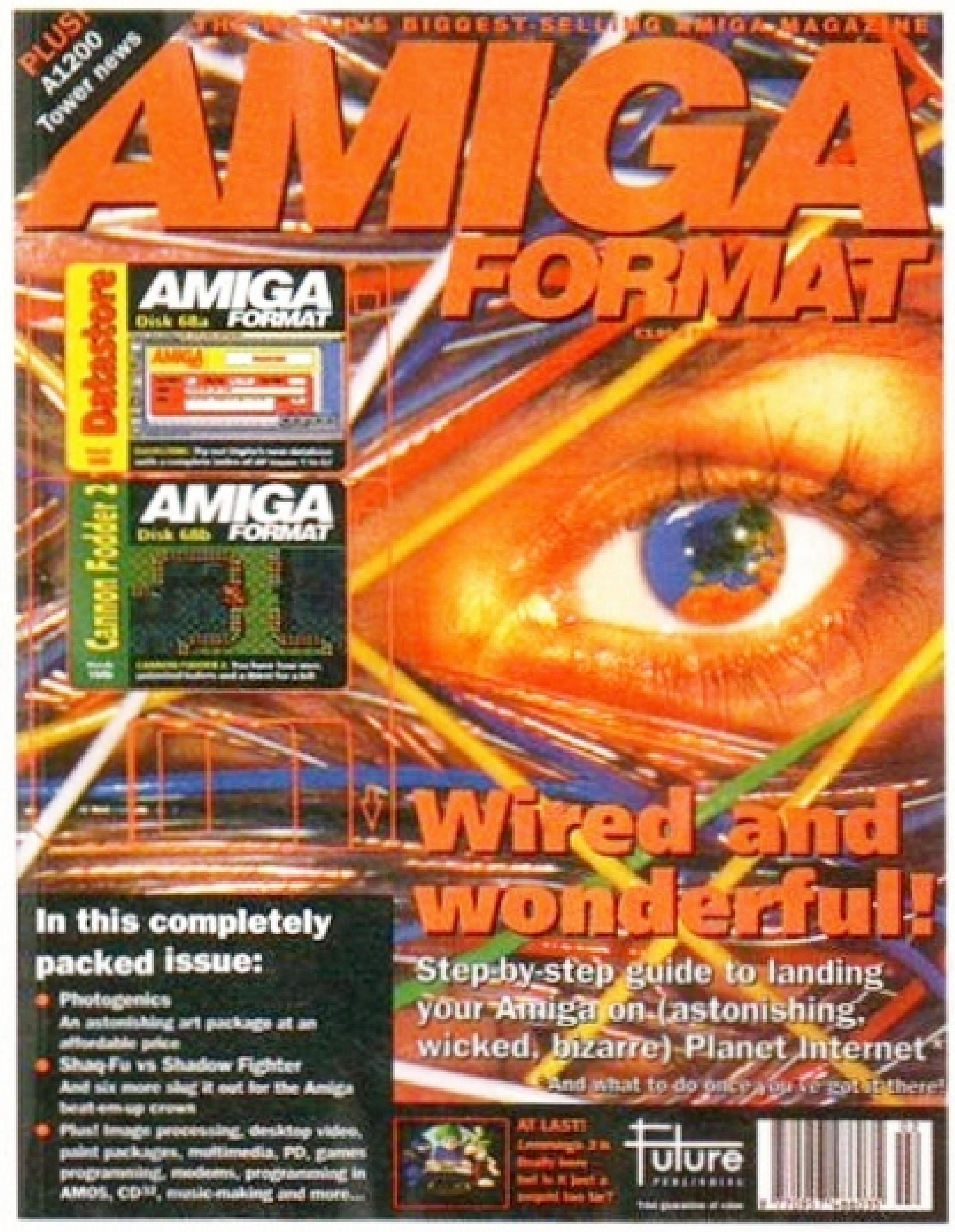
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PU473/4 STRANGE Abductions,UFOs corn circles etc (2) +Y
PU482 DIVIDEND WINNER Pools prediction aid ! +Y
PU485 WITCHES COOKBOOK Turn mum into a newt! +Y
PU486 THEORY & PRACTICE OF MAGIC Fun only! +Y
PU487/8 PARANORMAL INVESTIGATIONS Weird! (2) +Y
PU497 RUNEMASTER Become familiar with the runes. +Y
PU506 I CHING Learn all about the Oracle! +Y

DEMOS

PD068 PHENOMENA ENIGMA Absolutely brilliant! +Y
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY
PD188 SANITY WORLD OF COMMODORE Super demo+Y
PD189/90 SILENTS DEMON DOWNLOAD Fab demo! (2) +Y
PD202 TECHNOLOGICAL DEATH Freaky techno rave +Y
PD206 MELON HOW TO SKIN A CAT Nice effects! +Y
PD215 FAIRLIGHT 242 Unusual & interesting demo! +Y
PD216/7 A TRIP TO DEEP BASS A must have rave demo!+Y
PD218 VIVID ABSTRAX PIG AGA Mega colourful1200 ONLY.
PD221 POINT OF SALE Best AGA yet!! 1200 ONLY
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PD225 XANADU DEMO Superb colourful AGA only demo! Y
PD226 GROOVY by Lemon,super graphics demo! +Y
PD227 IMPACT NO LEM Super kaleidoscope effects.+Y
PD228 SILENTS SOZZLED SOMERSAULT Fab effects! +Y
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PD240 VOLCANO New AGA megademo. 1200 only
PD241 IT SMELLS LIKE CHANEL no5 Great! 1200 only!
PD243 FULL MOON AGA Nice demo 1200 only
PD244 BEYOND BELIEF AGA Nice music +pics1200 only
PD245 SANITY ARTE A Superb demo for all systems+Y
PD246 ABSTRACT SUBTLE SHADES Good demo!+Y
PD248 FLYING COWS PRO SIAK Good needs fast mem+
PD249 KEFRENS INTERCHANGE Nice 1200 only
PD252/3 BIG TIME SENSUALITY A SUPERB Aga demo! (2) Y
PD256 EXODUS ON LAND A MUST have! 1.5mg chip+Y
PD257 ANDROMEDA SEQUENTIAL Nice crew demo! +Y
PD258 FATAL MORGANA Exellent with Beavis & Butthead! Y
PD259/60 QED 2 By Talent New AGA,great effects(2)1200 only
PD261 ETERNITY A nice AGA intro 1200 only.
PD264/5 LOVE Superb quality demo ,AGA only! (2) Y
PD266 BILL'S COLOUR CYCLING pics,with parameters. +Y
PD267 COMPLEX REAL Super AGA demo must have!1200 only.
PD268 SOME JUSTICE AGA Urban Shakedown music!1200 only.
PD270 PEE MEE COMPLEX AGA sprite scaling & ray traced

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PG410 SANTA & RUDOLPH DO XMAS Festive game+Y
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ART36 HALLOWEEN CLIPART Wierd clipart!+
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ART55 SOFTSCENE2 29 rural scenery pictures!+
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ART63 RESTAURANT 3 disks of Restaurant pictures(3)Y
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ART83 ANATOMY 2 disks of huge skulls skeletons etc!+Y
ART84 CAMPING On an outdoor theme! +Y
ART85 WILDLIFE 3 disks full of wildlife clips(3)+Y
ART86 MARINE & NAUTICAL To do with sea life!+Y

COLOURED CLIPART

This is a superb collection of coloured clipart, mostly in Ham mode (4096 colours), though some is in 16 colours. Can be loaded into Deluxe Paint 4 or any other package accepting Ham pictures! (OK on 500, 500+, 600, 1200 & 4000!)

CCL001/10 MAPS, Alganistan-Zambezi, autoboots!(10) + Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015/6 AIRCRAFT & CARS assorted, autoboots! +Y
CCL018/26 BIRDS 8 disks, Super, autoboots! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots! +Y
CCL028/35 DOGS, 1-126 Super dog pics,8 disks! +Y
CCL036 EXPLORERS 1-13 famous explorers,autoboots+y
CCL037/40 FISH 1-92 Super pics pictures,(4 disks)+y
CCL041/51 FlOWERS 11 disks of flowers! (11 disks)
CCL052+4 FRUIT 2 disks, Good pics! (2)autoboots! +Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056/7 HORSES 1-16 Great horse pics,autoboots!(2) +Y
CCL058/61 INSECTS Small creatures!(4 disks) +Y
CCL062/3 INVENTORS 2 disks full (2) +Y
CCL064/71 MAMMALS More animals pictures(8 disks)+Y
CCL072/3 INSTRUMENTS 4-25 Musical (2 disks) +Y
CCL074 MILITARY 7-17,& MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076/7 PREHISTORIC Dinosaurs!(2) autoboots! +Y
CCL078/81 PEOPLE Lots of people! (4 disks)+YY
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085/7 REPTILES 1-19 Good pics (3) autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y
CCL089 SPORTSMEN. Various sportsmen,autoboots! +Y
CCL091/6 TREES, 6 disks of tree pictures! autoboots! +Y
CCL097/100 VEGETABLES 1-48 goodpics4disks,wb+y

COLOURED BRUSHES

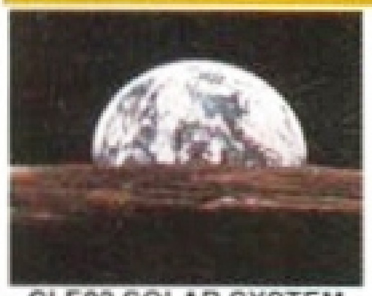
Saved as brushes so they can be pulled easily into Dpaint!

CB001 Lots of brushes on an art & schoolwork theme. +Y
CB002 Lots of brushes of stores food,garden home & more! +Y
CB003 Lots of brushes on a sporting theme (142 brushes) +Y
CB004 Lots of brushes on a food & confectionary theme! +Y
CB005 Lots of brushes, 155 pics on a financial theme. +Y
CB006 Lots of brushes of cute cartoon caracters! +Y
CB007 Loads of useful colour clipart,lo, med & hi res! +Y
CB008 More coloured clips on an educational theme! +Y

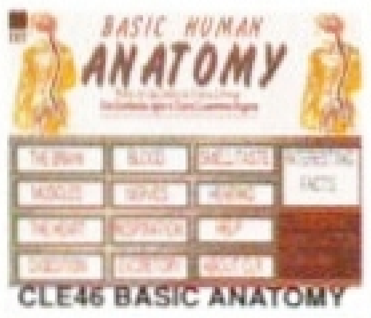
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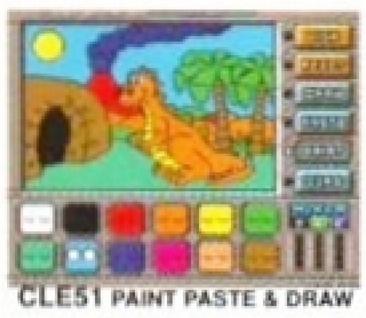
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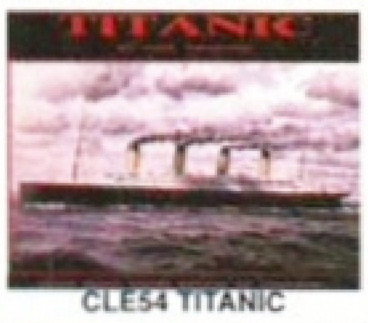
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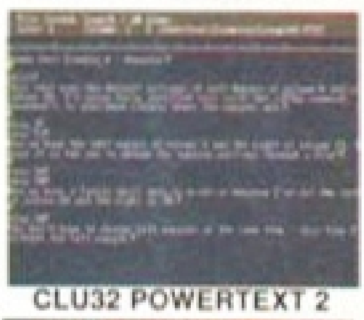
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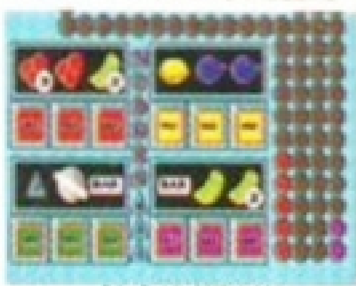
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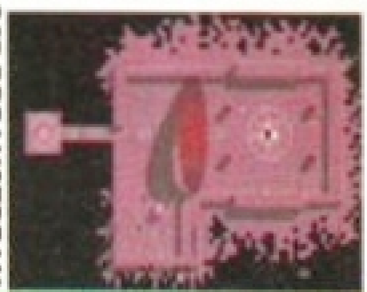

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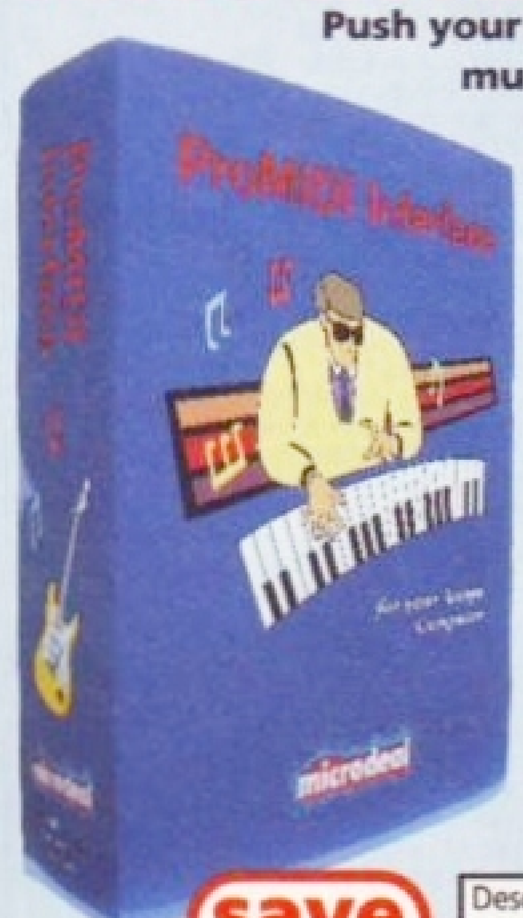
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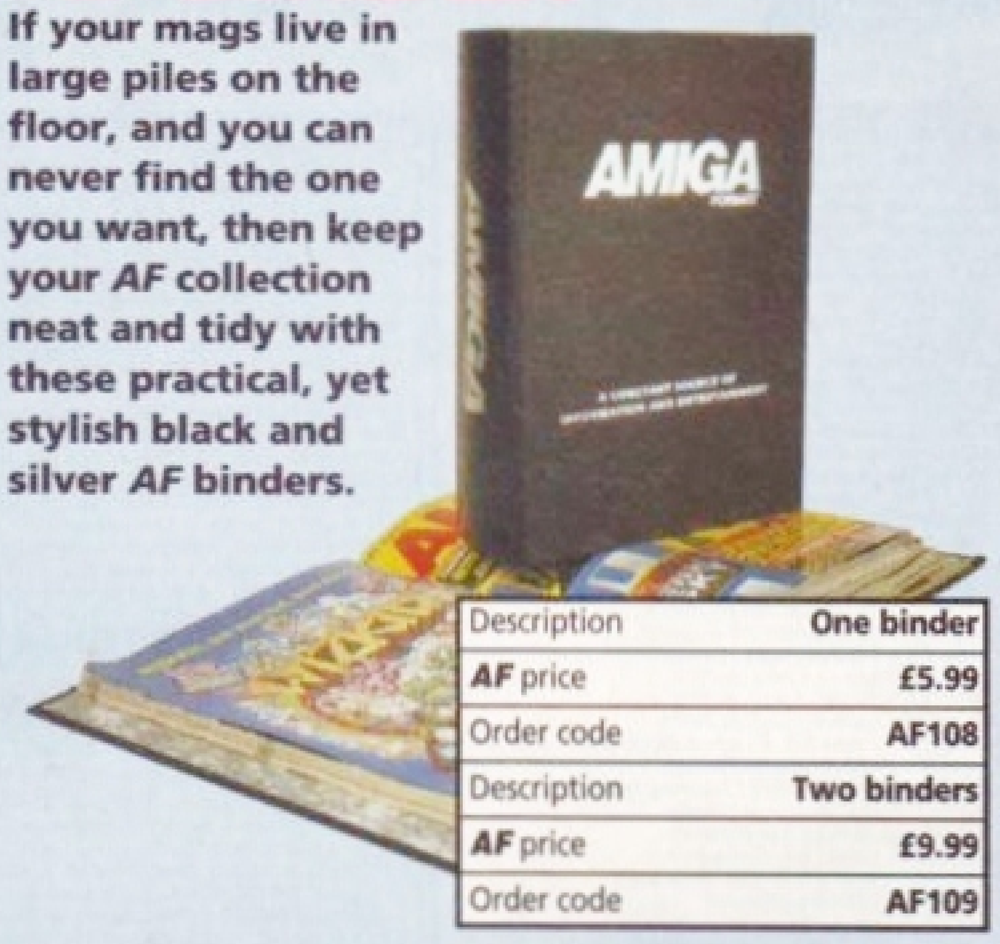
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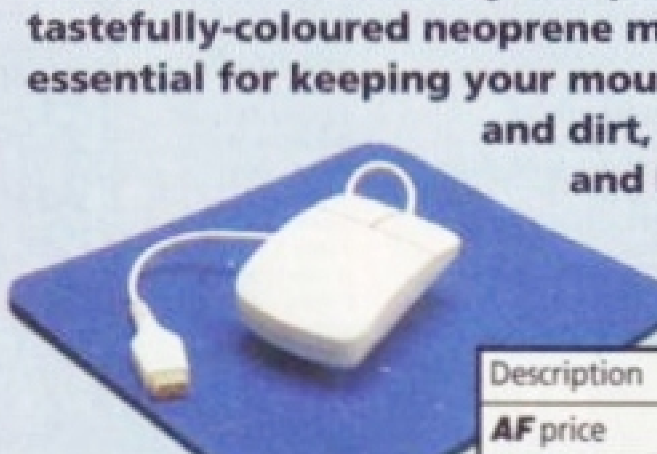
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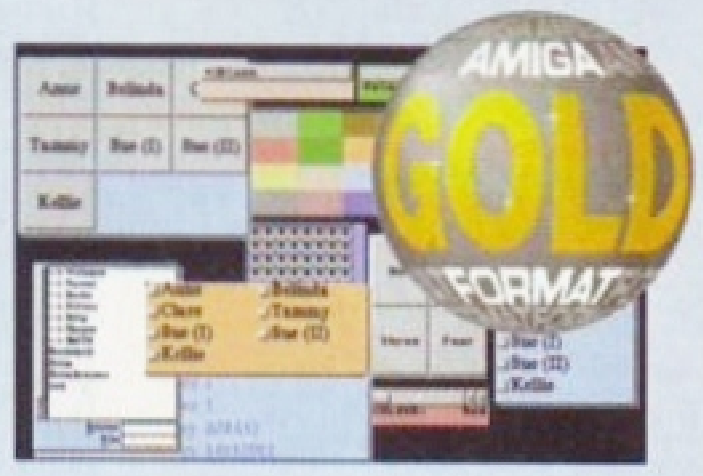
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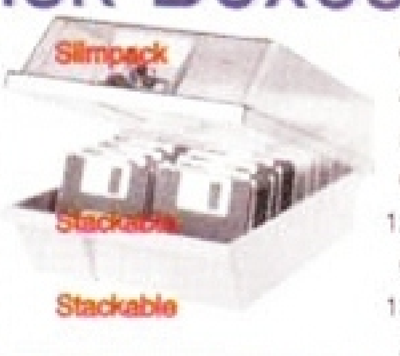
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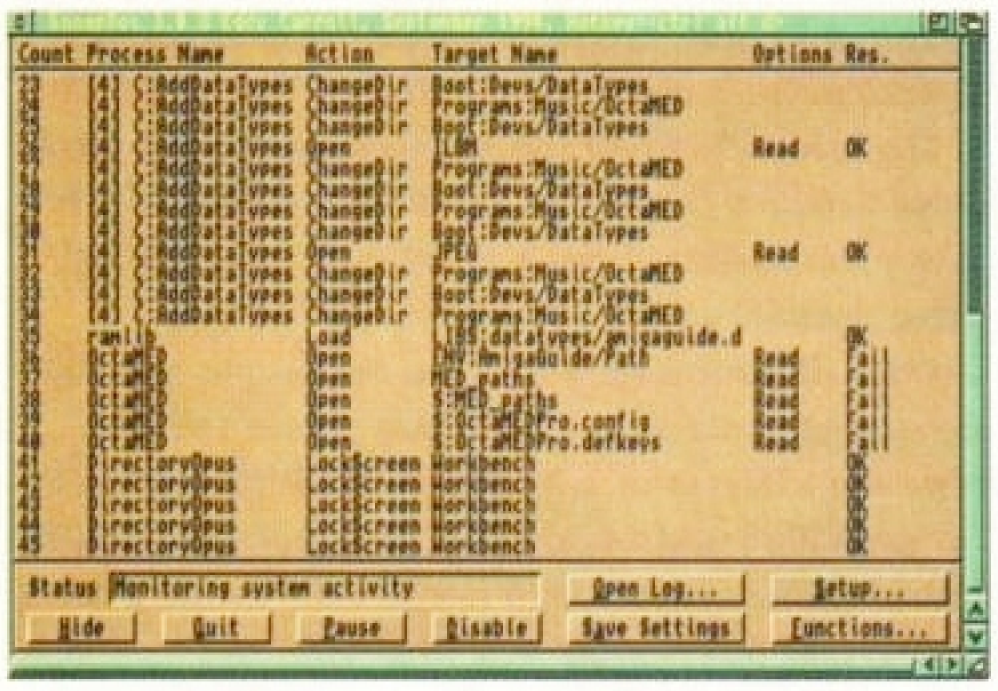
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Workbench

If you've got a problem with your Amiga then don't just suffer in silence – send a letter to Workbench. Jason Holborn is your host. Send your letters to: Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

HARD DRIVE HASSLES



If you're having problems installing software on to your hard drive then Eddy Carroll's *SnoopDOS* utility could save you heartache.

Could you please help me with a problem I'm having backing up the hard drive on my A1200. For a year my hard drive was perfect, with *OctaMED V5*, *Final Copy*, *Deluxe Paint* and lots more programs installed.

But when using Workbench from hard disk, I could not open any of the Prefs (such as printer and input) because my machine kept asking for iffparse.library V39 (my version was 37). I decided to reformat my hard drive and reinstall Workbench from disk using *FastPrep*. This was successful and all my libraries are now correct and my progs are installed except for one – *OctaMED V5* (from the *AF62* Coverdisk).

Every time I attempt to load *OctaMED* I get a plain grey screen and a message saying Program Failed. On asking why, I get the message Cannot Find Object. I could go through the format process again with *FastPrep*, but this involves clearing all of the drive. My question is: is there another way of getting *OctaMED* back without reformatting the lot?

Edward Ash,
London

Blimey Edward - you really are making life very difficult for yourself! Just because a program fails to load doesn't mean that you need to completely reformat and reinstall your hard drive from scratch. The problem that you've described is usually caused by an application failing to find a data file that it needs in order to load correctly.

Such files are usually placed in the correct location by the application's installer script but things occasionally go wrong. Take the iffparse library, for example. Technically, your machine should always have had version 39 of this library installed but an older version was probably installed by a naughty installation script that didn't check before it copied the file on to your hard disk. In this case, all you had to do was to copy the file on to your hard disk from your Workbench 3.0 back-up disks.

By the sounds of it, what you need is a Public Domain utility called *SnoopDOS 3.0* which can be obtained from most good PD libraries. This handy tool monitors any programs that you load and displays a list of any files that the program attempts to load. If the program fails to load a given file then you'll know what to copy on to your hard disk.

PRIX FIX

I am writing with my solution to the problem faced by your reader trying to install *Microprose F1 Grand Prix* on an A1200 hard drive. I phoned Microprose who were helpful but said that it could only be installed to the Sys: partition. But I found a way to install it on to my Work: hard drive partition.

1. Make a drawer for *Grand Prix* and then drag the contents of the four disks into this drawer. This should create four sub-drawers called F1GP#1 through to F1GP#4 which contain the contents of each disk.
2. Amend your Startup-Sequence so that the following assignments are made (this is assuming that you've placed the game in a drawer called Grandprix).

```
    Assign f1gp_disk_#1:
WORK:grandprix/f1gp_disk_#1
    Assign f1gp_disk_#2:
WORK:grandprix/f1gp_disk_#2
    Assign f1gp_disk_#3:
WORK:grandprix/f1gp_disk_#3
    Assign f1gp_disk_#4:
WORK:grandprix/f1gp_disk_#4
```

This should give you a hard drive version of a great game made even better for no disk swapping. It works for me.

Andrew Garrood, Southsea, Portsmouth

GRINDING DRIVE

I have an Amiga 500 with a 512K Chip RAM expansion in the trapdoor slot. When I switch on my Amiga with no disks in the drive, the orange drive light goes on and makes the sound like its loading a disk. This goes on for about six seconds then stops.

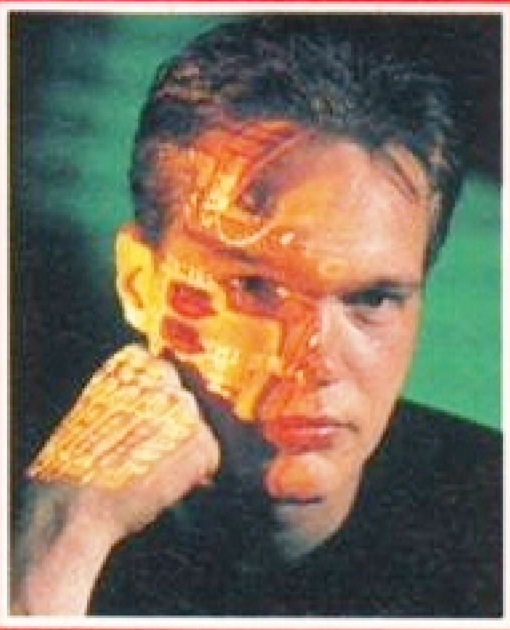
When I put a disk in, it does not load, but when I put a disk in and then turn on the Amiga, it does load. With some disks I have to load Workbench and then load the disk but this does not always work either. I've taken out the RAM expansion but this has no effect. Can you help.

Philip Lamb,
Lambourn, Berks

Bit of a tricky one this. My guess is that your disk drive is on the verge of kicking the bucket. If you

Continued overleaf ➡

IF YOU HAVE A QUERY...



Jason Holborn

At *Amiga Format* we aim to answer as many questions as possible, and attempt to sort out all of your problems.

Of course, there are always more questions than answers, so we prioritise queries according to the following factors:

- **FREQUENCY.** If a lot of people seem to be having problems with their Supersonic KY3000 printers, then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **DIFFICULTY.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the documentation.
- **IMPACT.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). As you will appreciate, we do get a lot of Workbench questions every month. If you want to get yours noticed, here are a few tips:

DO

- Be concise.
- Detail the actual problem as best as you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench and which model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by getting in touch with the dealer from whom you bought the goods.

DON'T

- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions like: 'I added a hard drive to my Amiga and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

want to solve the problem then I'm afraid all you can do is to buy yourself a new internal disk drive. Power Computing sell new internal drives for the A500 for £30.95. Contact Power Computing on 01234 273000.

VIRUS MENACE



Could a CD-ROM really hide a vicious virus which you could never remove?

A friend at work has just bought a Zappo CD-ROM drive for his A1200 with hard drive. I have worried him to the point of sleeplessness with the following questions:
1. Is it possible that a CD (or a file on a CD) could be infected with a virus (which obviously could not be deleted) that would haunt you for ever more?
2. Considering that CDs in general have to be booted with the hold-both-mouse-buttons-down technique, would it be possible to load in a virus checker first just to verify the existence of a virus? If so would it check a CD drive anyway?
3. What if a seriously nasty person submitted a piece of software intended to go on to a CD compilation to a company and the software was cunningly hiding a low-level format command (perhaps date-triggered)? Don't say it couldn't or wouldn't be done because in my experience the impossible can be done and frequently is!

Simon A O'Hanrahan,
Broadstairs, Kent

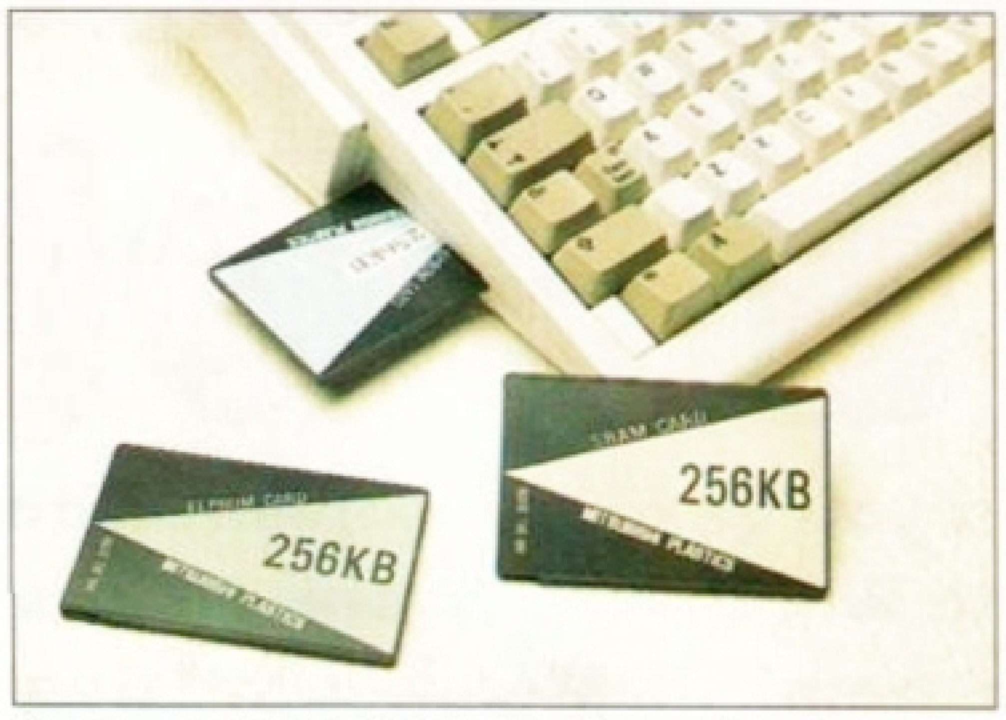
In answer to your first question, it certainly is possible that a CD-ROM could contain a virus but it's highly unlikely. Most Amiga viruses are bootblock viruses which a) don't work with CD-ROMs and b) are so easy to spot that the individual compiling the CD-ROM would have to be a serious gimboid not to notice it.

The only types of virus that could possibly infect a CD-ROM are Trojan Horse (the virus waits until a specified date before wreaking havoc) and a Parasite virus (attaches itself to other programs). Although these are more difficult to spot than a bootblock virus they can be detected with a decent virus checker such as John Veldthuis' *VirusChecker* utility. Any CD-ROM developers worth their salt check and double check any CD-ROMs that they produce so that no virus can slip through the net. OK, so it is possible but highly unlikely.

All A1200 CD-ROM drives need to be booted from either floppy or hard disk so it's perfectly possible to launch a virus checker before your Startup-Sequence transfers control to the CD-ROM drive if this makes you feel that bit safer.

Finally, question 3. If such a mindless vandal decided to write such a program then you can bet that it wouldn't go unnoticed for long. The reason I know this is because it's already been attempted – a rogue version (for your reference, version 3.3) of Steve Tibbett's *VirusX* was once distributed which actually wrote viruses to disks rather than killing them. Suffice to say, this rogue program was tracked down and removed from the Public Domain within a week.

EXPANSION WORRIES



Most modern A1200 RAM expansions and accelerators can use exactly the same SIMM chips as an A4000.

1. First of all, hard drives. I bought an A1200 with an internal GVP IDE 200Mb hard drive a while back which I prompty started to experiment with. I can't remember the details, but I made a mistake and ran GVP's *FastPrep 2.0* formatting utility that came with the hard drive without knowing what I was doing. Anyway, I now have the system properly running with three partitions – DH0 (92Mb), DH1 (92Mb) and Workbench (5Mb). This seems to work fine, but I wanted to know if this would affect the warranty.
2. Is there a Workbench or Public Domain program I could use to organise the files on my disk to make it more efficient?
3. Occasionally when the Amiga accesses the hard drive I hear a fairly loud clanking sound twice. Is this normal, or is there a problem? Normal hard drive operations do not seem affected by this.
4. On a different subject, I am looking to increase my Amiga's memory. Could you please tell me what the difference is between 32-bit SIMM RAM for an A4000 and an A1200 RAM upgrade? Could I use SIMM memory with my A1200? Could I use a virtual memory system and what kind of drawbacks would that have?
5. I recently bought your *PageSetter 2* Coverdisk from a friend and have finally managed to import and paste text, bitmap graphics and CompuGraphic fonts. However, I am not able to get any colour either on the screen or on printouts. Could you help me please?
6. Finally, I have your *AF65 Pixel 3D Professional* Coverdisk. However, when I try to load it from Workbench on my A1200 with as much free memory as possible, I get the message Not Enough Memory. Please could you explain this?

Daniel Pipe,
Tunbridge Wells, Kent

1. How you set up your hard drive is up to you and has no effect on the drive's warranty. Although most Amiga hard drives come pre-formatted, this service is provided for those people who don't want the hassle of setting up a hard drive themselves. If you feel that you're not happy with that set-up then change it. This is precisely why most hard drives come complete with set-up and installation software.
2. There are plenty of Public Domain directory utilities available but the best program you can buy for your hard disk is *Directory Opus* (*AF45 98%*) which costs £49.95. *Opus* is available from Wizard Developments on 01322 272908.
3. Don't worry, this is quite normal.
4. A4000 SIMM chips can be used with the A1200 but you'll need to buy a RAM expansion board capable of handling SIMMs. One such board is Power Computing's A1208. If you want to use virtual memory, you need an accelerator card fitted with a 68030 chip and a memory management unit (MMU).
5. *PageSetter 2* does not support colour because it's a black and white DTP system only. It does support halftones, however, so you can produce grey scales.
6. There's a very good reason for this – *Pixel 3D Professional* doesn't work on an A1200 unless it is equipped with Fast RAM. You can get around this problem, however, using the fix program on *AF66*'s Coverdisk.

PROLOGIC SOUND

Do you know of any software that would allow me to manipulate independently the left and right channels of an audio sample?

The reason I wish to do this is that I have a surround-sound amplifier and I'm trying to add my own surround-sound effects. This is done by recording the left and right channels in opposite phase. I have the *Techno Sound Turbo 2* sampler and its software which enables me to invert the phase, but this inverts both channels together. I also have the *AF62 OctaMED* Coverdisk which also has a sample editor but have not found any function which would help.

With more and more ProLogic surround-sound TVs and amplifiers being sold each year, the world of surround-sound is becoming more and more interesting. And with the A1200's audio capability, the Amiga could and should be part of it.

Paul, Leeds



Even a high-quality sound sampler such as HiSoft's 12-bit Aura board won't let you create ProLogic sound effects on your Amiga.

So you're bit of a home cinema fan eh? Me too! I've just treated my front room to a Denon ProLogic AV amp (which, if anyone is interested, is the best home cinema amp you can buy for under £500) and the sound quality is astounding.

ProLogic certainly is the future and I'm sure it's only a matter of time before Amiga CD-ROM titles feature ProLogic sound tracks. I'm not sure if this will work, but you could try manipulating the channels independently by saving out your sample as a mono sample of each stereo component, loading in one of them, inverting the phase and recombining them. You should be able to do this with *Techno Sound Turbo 2*.

ZAPPO COMPATIBILITY

Having received a Zappo CD-ROM drive for Christmas, I was eager to buy some CD software. Wanting to use the CD-ROM for games as well as the serious side, I wrote off to a few companies asking for software lists. Rather than clarifying the situation, the responses only made me more bewildered, so could you please answer a few questions for me?
1. When will more serious CD titles be coming out? I appreciate that it's early days yet, but software companies will have to supply customers' needs, won't they?
2. In your review of the Zappo CD-ROM drive (*AF62*), you said that there were only three titles that failed to work – *James Pond 3, Lotus Trilogy* and *Ryder Cup Challenge*. In the software list that I was sent 39 per cent of titles wouldn't work. That's 35 out of 90! Have you got it wrong (I very much doubt it, being the wonderful mag you are) or is it the nice chappies at the software company? They even claim that *Ryder Cup Challenge* worked. What's going on?

Wayne Trevor,
Stoke-on-Trent, Staffordshire



So, which CD³² games work with the Zappo drive and which ones don't? The table below is the most comprehensive guide yet printed, but don't forget to check our games section for details of new releases.

1. If you examine the advertisements in *Amiga Format*, you'll discover that there's actually a mountain of serious CD software already available! OK, so most of these titles tend to be Public Domain compilations but the standards are very high. Why not check out our extensive feature on CD-ROM in *AF66*.

2. If you read our review of the Zappo carefully, we don't actually state that we tested every single CD³² title. To quote 'we tested every CD³² title we could find lying around the office'. Bearing this in mind, it's inevitable that some discs that didn't work with the drive evaded our attention. Anyway, here's a table which shows what works with the Zappo drive and what does not which has kindly been provided by Capri Distribution (01628 891022).

TABLE OF ZAPPO COMPATIBILITY

Title	Comment
Alfred Chicken	OK
Arabian Nights	3.0 Boot
Arcade Pool	OK
Banshee	OK
BattleChess	Not compatible
Battletoads	Not compatible
Beavers	OK
Beneath A Steel Sky	OK. Put joy in port 1
Brian The Lion	OK
Brutal Sports Football	Disconnect mouse
Bubba 'n' Stix	OK
Bubble & Squeak	OK
Bump 'n' Burn	OK
Cannon Fodder	Not compatible
Castles II	OK. Load WB first
CD Micro French	Slight sound fault
Chambers Of Shaolin	OK
Chaos Engine	Not compatible
Chuck Rock	Not compatible
Chuck Rock II	Not compatible
D-Generation	OK
Dangerous Streets	Not compatible
Dark Seed	OK
Deep Core	OK
Dennis	OK
Disposable Hero	OK
Donk!	OK
Elite II	Disconnect mouse
Emerald Mines	OK
Fire & Ice	OK
Fire Force	Not compatible
Fly Harder	OK
Fury Of The Furries	OK
Global Effect	Not compatible
Guardian	OK
Guinness Disk Records 2	OK
Gunship 2000	OK. Load WB first
Heimdall 2	OK
Humans 1 & 2	OK
Impossible Mission	Not compatible
Insight Dinosaurs	OK
Insight Technology	OK
International Karate+	OK
James Pond 2	OK
James Pond 3	Not compatible
Jet Strike	OK
John Barnes' Football	OK
Jungle Strike	OK
Kid Chaos	OK
Labyrinth Of Time	OK
Last Ninja 3	Not compatible
Legend Of Sorasil	OK
Lemmings	OK
Liberation – Captive 2	Put joystick in port 1
Litil Divil	OK
Lost Vikings	OK
Lotus Trilogy	Not compatible
Man Utd Premier League	Disconnect mouse
Marvin's Marvellous Ad	OK
Mean Arenas	OK
Microcosm	OK
Morph	OK. Load WB first
Myth	Not compatible
Naughty Ones	OK
Nick Faldo's Golf	OK
Nigel Mansell	Not compatible
Out to Lunch	Not compatible
Overkill/Lunar C	OK
PGA European Tour	Not compatible
PhotoLite	OK
Pinball Fantasies	OK
Pirates! Gold	Not compatible
Premiere	Not compatible
Prey – An Alien Encounter	Put joy in port 1
Project X/F17 Challenge	3.0 Boot
Quak/Alien Breed	OK
Rise Of The Robots	OK
Road Kill	OK
Ryder Cup Golf	OK
Sabre Team	Fast Boot
Seek And Destroy	Put joy in port 1
Sensible Soccer	Not compatible
Sensible Soccer Int	OK
Seven Gates Of Jambala	OK
Simon The Sorcerer	OK
Sleepwalker	Corrupt on intro
Soccer Kid	Not compatible
Sports Football	Not compatible
Striker	OK
Subwar 2050	OK
Summer Olympix	OK
Super Methane Bros	OK
Super Putty	Not compatible
SuperFrog	OK
Super Stardust	OK
The Big 6 (Dizzy Comp)	OK
Top Gear 2	OK
Total Carnage	OK
Tower Assault	OK
Trivial Pursuit	Not compatible
Trolls	OK
UFO Enemy Unknown	OK
Ultimate Body Blows	OK
Universe	Not compatible
Video Creator	OK
Wembley Int Soccer	Not compatible
Whales Voyage	OK
Wild Cup Soccer	OK
Zool	OK
Zool 2	OK

All these packages are from Europress, the creators of our *AMOS Pro* Coverdisk, and now they are available through *AF* at specially reduced prices.

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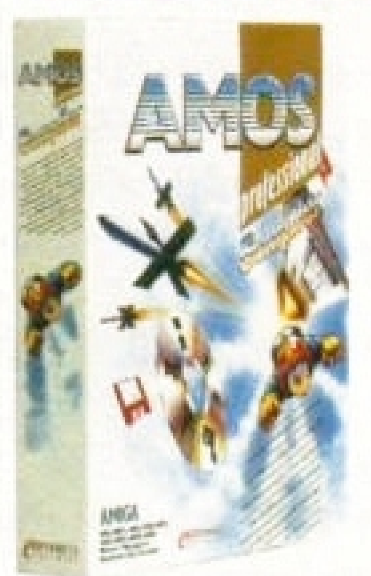
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For details of our *PageSetter 2* manual offer to accompany the *AF63* Coverdisk, turn to page 34.

Get tooled up

Over the last few months DTP expert Marcus Dyson has been explaining how to tackle desktop publishing on the Amiga. This month, in the final part of our tutorial, he recommends some essential items of software and hardware that could expand your horizons and make your DTP life easier.

Part 6

In recent issues we have attempted to show you how simple DTP on the Amiga can be. We said, all you really need is an Amiga, a copy of *Amiga Format* issue 63 (which had a full copy of *PageSetter 2* on the Coverdisk) and a desire to produce great page layouts.

Although we weren't really lying, there are one or two other things which can make the life of an Amiga layout artist even easier. This month we're going to look at the peripherals and software applications which transform DTP from a chore into a pleasure.

SCANNERS

The greatest pain in any DTP-er's life is getting quality images into the Amiga to use in their documents. While we all know that a good picture in the right place can transform even the most mundane of layouts, getting these pictures into the machine is a different matter.

Paying for professional repro house scans is one option, but it's a costly one. If you need to capture pictures regularly there is a better, and ultimately cheaper solution. Buy a scanner. Scanners come in two kinds, (well three actually, but drum scanners are prohibitively expensive) hand-held and flatbed. A good hand-held scanner should cost you between £80 and £240, a flatbed costs over £600. Both come in colour and mono versions, and while the cheapest option is a mono hand-held, if you are shelling out for a flatbed, you may as well go for a colour one.

Most scanners' hardware is of similar quality, but they are differentiated by the quality of the software which accompanies them, the resolution that they can scan up to, and the price. If you wish to scan something 10cm by 10cm and print it out at the same size you need something that can scan at twice your printer's output resolution. If you wish to enlarge your scans, you need something with an even higher scanning resolution.

A scanner can also save you hours of wearisome graft over the keyboard. If you have to key in lots of text from printed copy, a scanner with OCR (Optical Character Recognition) software can do the task for you. Some hand scanners come bundled with OCR software. If you already have a scanner, you can buy it separately.

Power Scan, £120 Mono, £240, Colour, Power Computing, 01234 843388

This nifty hand-held device comes in both colour (200dpi) and mono (400dpi) flavours, and both are the best of their kind. The scanners come complete with their own software, which is very good and has some image processing features.

Epson GT 6500, from £600, GT8000, from £850, Power Computing, 01234 843388

The Rolls Royce of desktop scanners. Not to say that they are big, ugly and ostentatious, but that they are extremely well engineered and perform faultlessly. The cheaper scanner (the GT6500) has an optical resolution of 300x600 dpi but software interpolation takes this up to 1200dpi. The GT8000 is considerably more expensive, but if you are aiming to use the optional transparency adaptor to scan 35mm slides, it is definitely the one to go for.

Both scanners are driven by a loader for *Art Department Professional*, so once you have done your scanning the image is right there in your image processing package for editing, cropping and manipulating. Both scanners come with all sorts of software options which affects the price considerably, so shop around for the best deal for your needs.

CD-ROM DRIVES

Everybody wants one these days, and everybody should have one! There's a CD-ROM revolution happening, and not enough Amiga owners are on board. But what can the Amiga DTP-er hope to get from the Nineties record player? PhotoCD, that's what.

You can dispense with the expense of a scanner if you just take your piccies down to Boots and tell the nice assistant that you would "like them putting on to PhotoCD please." When the shiny gold disc arrives back in about a week's time, you can get the images straight into *ImageFX* from your CD-ROM drive.

CD-ROM collections of fonts are increasingly common now, and if you have a DTP program that can accept Adobe PostScript Type One fonts, and most of the quality ones will, there is an endless selection of fonts available for surprisingly little outlay.

TYPE CONVERSION AND CREATION PROGRAMS

If your DTP package can't handle Adobe Type One fonts, you need a package that can convert PostScript fonts into a format you can use, most probably CompuGraphic. The only such package for the Amiga is Soft-Logik's *TypeSmith*, which enables you to convert between type file formats and also to edit the letter shapes of a font to create your own typeface, or even create one from scratch using the program's powerful structured-drawing tools. *TypeSmith* also enables the user to create all of the line and character spacing information which makes sure that the typeface looks good when it is used.

If you are any good with structured drawing packages such as *ProVector*, which was on the *Amiga Format* issue 58 Coverdisk, then *TypeSmith* could save you ever having to buy another font again. And it enables you to create speciality fonts that are hard or even impossible to find.

TypeSmith – every DTP user should have it! Contact Meridian on 0181 543 3500.

IMAGE PROCESSORS

Once you've got your image into your Amiga you may be surprised to find that it is too big, or too small, or that it is in 24-bit colour when you only wanted black and white. Never fear, there is a whole genre of programs dedicated to transforming images from what they are to what you want them to be. These programs are called image processors.

Art Department Professional 2.5, £199.95, Silica 0181 309 1111

A little long in the tooth now, *ADPro* (as it is lovingly known) held the title of premier Amiga image processor from its initial release (as plain *Art Department*) in 1990. Although its interface was always a little clunky, version 2.5 improved on this by enabling WB3.0 owners to open *ADPro* documents on a public screen of whatever resolution they preferred.

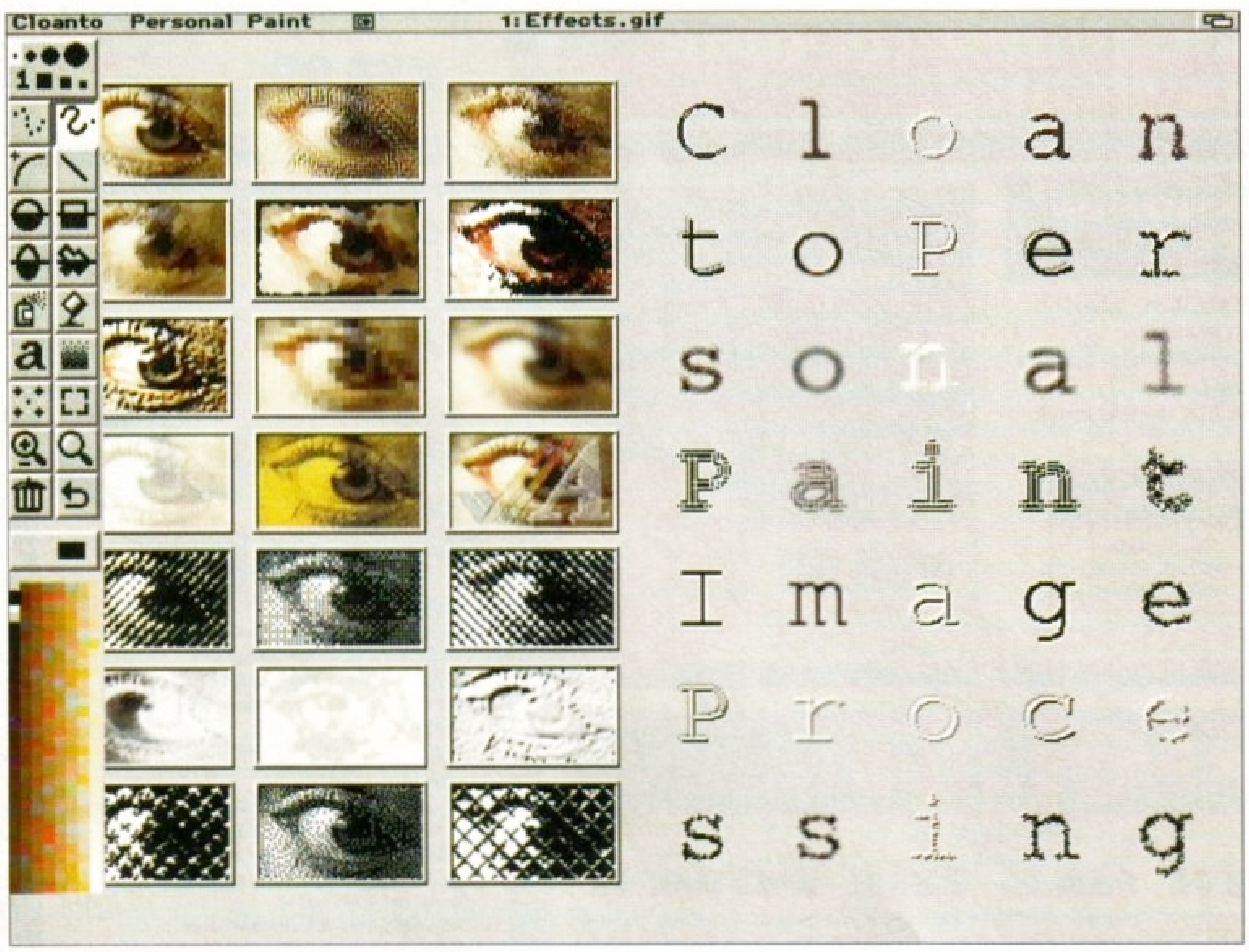
ADPro's file format repertoire is nothing less than stunning, and its impressive range of operators allow many useful and creative effects to be applied to an image.

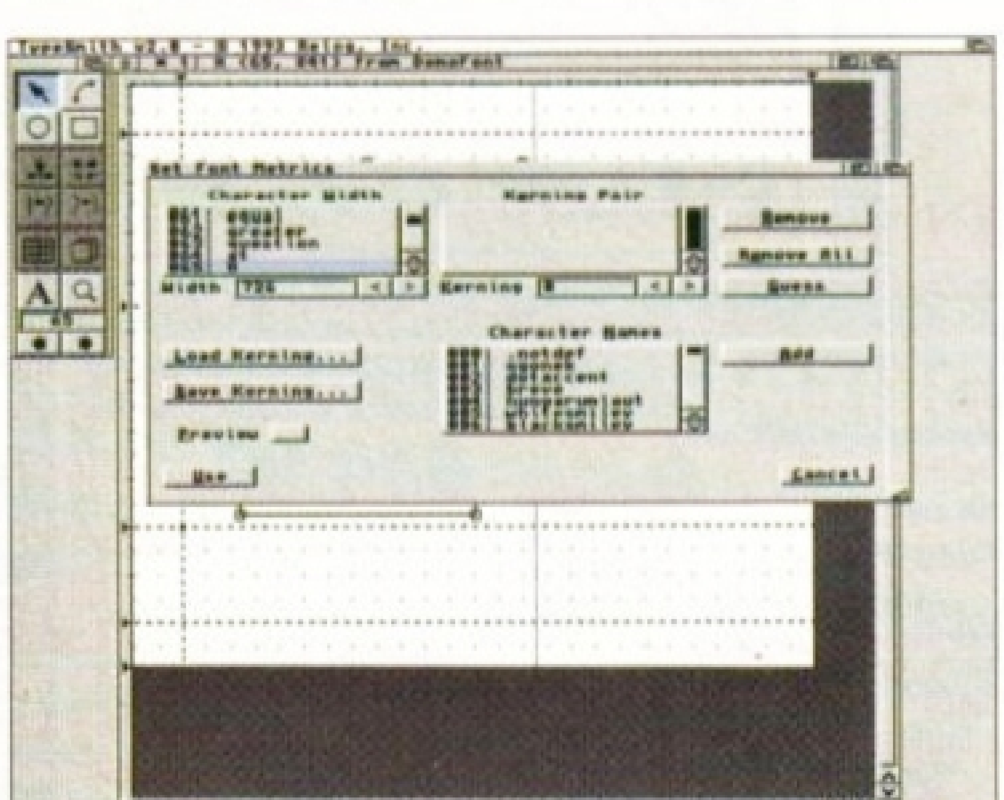
ImageFX 1.5, £149, Silica 0181 309 1111

ImageFX has caused quite a stir since it was first released in 1992. Not only is the interface prettier than *ADPro*'s, but this package also gives you a

FROM THE TOP: ***ADPro*** **is a well-established image processor, although it now has serious competition from new versions of** ***ImageFX*** **and** ***Photogenics.*** ***Personal Paint*** **is not just a paint package, but includes some very respectable image processing tools.** ***TypeSmith*****: an essential tool for the font designer. The Power hand scanner is a reasonably cheap method of inputting images for DTP use.**









rendered screen to show you what's going on with your image as you operate on it. And as well as the image processing functions, *ImageFX* also has a fairly comprehensive range of paint functions, which is something *ADPro* fails to offer.

Personal Paint 6.1, £54.95, Ramiga 01690 770306

ImageFX may be the image processor with added paint functions, but *Personal Paint* is the Amiga art package with added image processing.

If your image processing requirements are quite basic (but not too basic – *Personal Paint* is pretty powerful) then this is the perfect alternative to a dedicated image processor. Not only does it replace *Deluxe Paint* as a fast 256-colour paint package, but it also has more than enough image processing features to keep all but the most advanced DTP users happy.

STRUCTURED DRAWINGS AND CLIP ART LIBRARIES

The problem with scanned images is that they have to be used at a size appropriate to their resolution. This means that there is a limit to the size they can be used at, and if you are using a large scanned image very small (or any other bitmap image for that matter), it wastes a lot of disk space and memory and takes much longer than necessary to print. One solution to this problem is to use structured art.

Structured, or vector, art comprises mathematically defined objects, so the drawings do not take up much room in memory or hard disk space. But the real advantage of structured art is that the images always print out at the best resolution your output device is capable of, regardless of what size you use them at.

There are two ways of obtaining structured art the first, and possibly the more difficult method is to draw your own in an appropriate structured drawing package. Regular readers of *Amiga Format* already have *ProVector 2.1* from the Issue 58 Coverdisk, but they and other readers should keep an eye out for the upgraded *ProVector 3*. This package is the Amiga's most friendly and powerful structured drawing program.

If you aren't too good at drawing, then there is still a way of getting good quality images. Most Public Domain libraries keep extensive collections of structured clip art, and there are also some commercial collections.

A MODEM

OK, so you might think that a modem is not a real desktop publishing peripheral, but anybody who takes their DTP work seriously can't afford to be without one these days. It's not just a matter of downloading fonts and clip art from numerous sources, but what about getting hold of that missing copy that you urgently need from an advertiser or contributor?

If you're wired you can get anything you need in next to no time. And with the advent of the JPEG picture file format, even true colour images can be thrown around by telecommunications reasonably easily.

The list of useful desktop publishing accessories can go on, and on, and on. The items listed above are just a guide to some of the most common or useful accessories. But before you invest in any kit, look at your DTP requirements and assess what you actually need, otherwise you could have permanently empty pockets!

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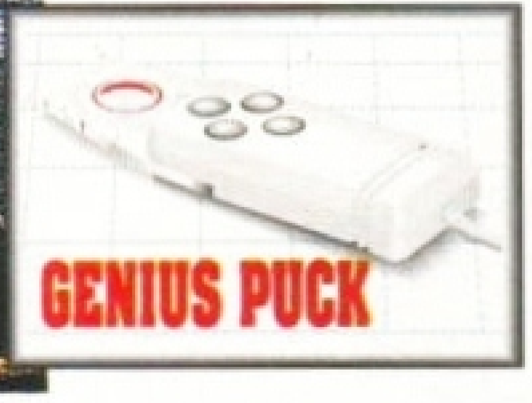
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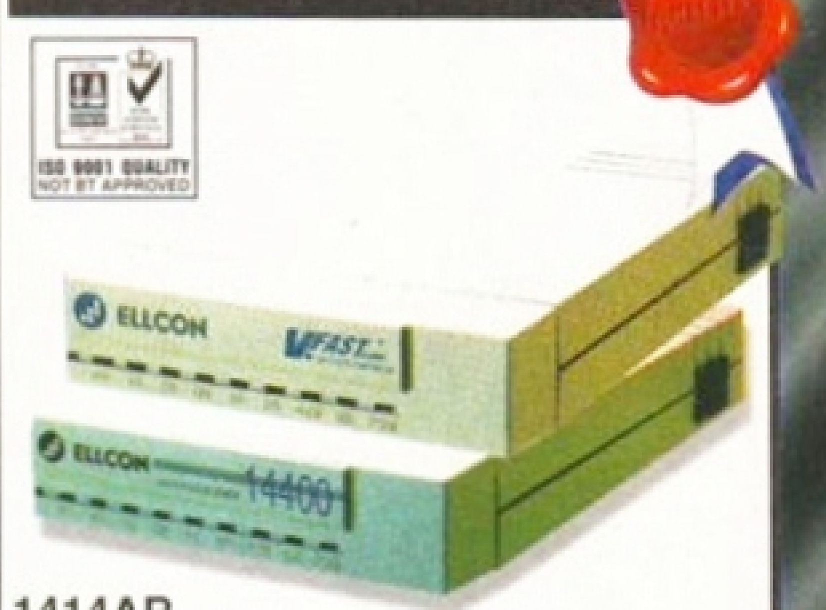


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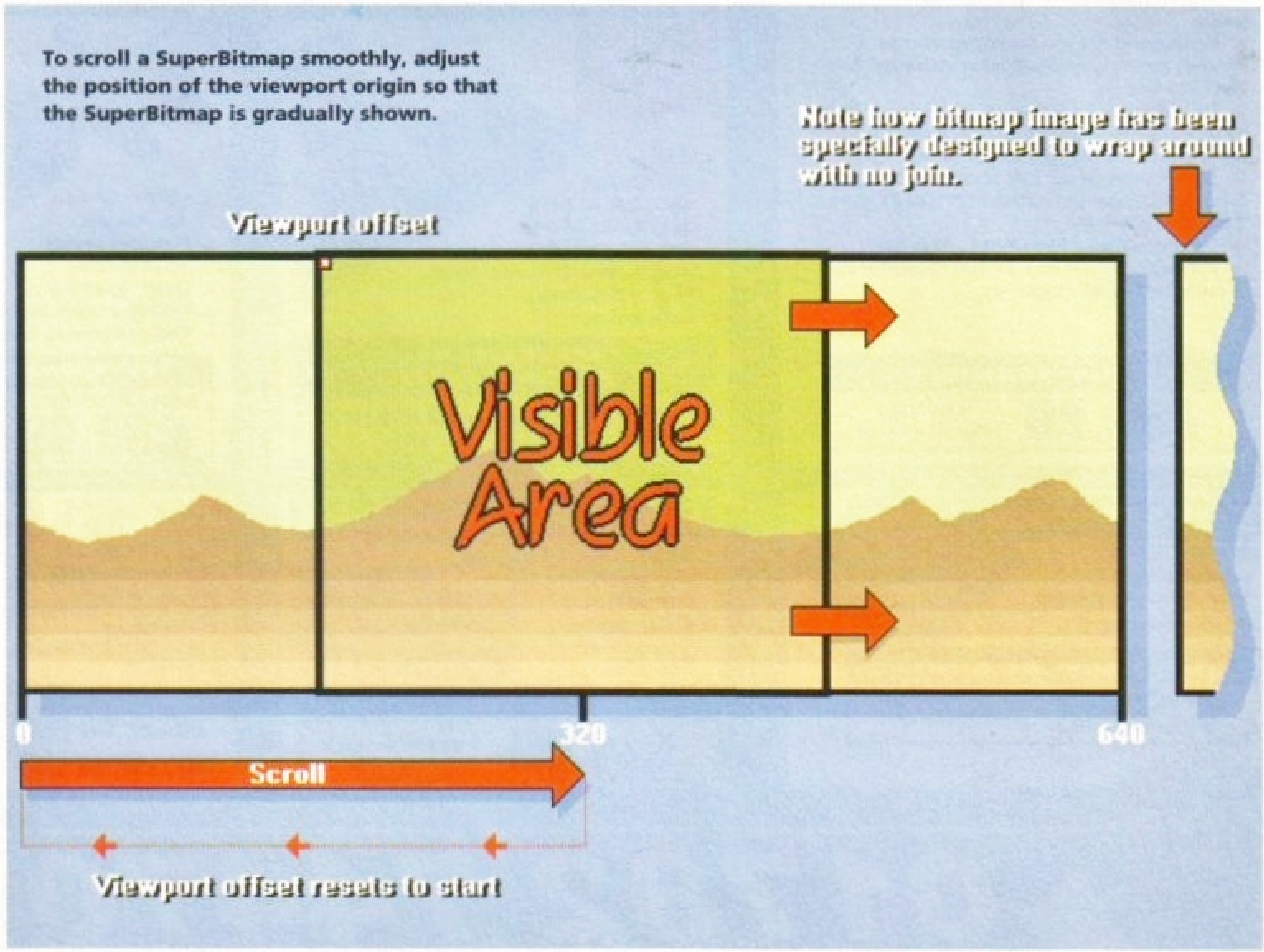
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Ultimate AMOS



If you missed the *AF67 AMOS Professional* Coverdisk, turn to page 113 to order your back issue NOW! For details of our *AMOS Pro* manual offer, see page 35.

Most arcade games use screen scrolling in one form or another. Jason Holborn shows you how to achieve this impressive effect in *AMOS Professional*.



If you're a would-be games programmer then there are a number of effects that have to be mastered in order to write arcade-style shoot-em-ups and platform games. These include learning how to manage a large number of sprites simultaneously, how to create animations, how to add intelligence to on-screen objects as well as getting to grips with a number of graphical effects such as screen scrolling. We'll cover most of these effects in coming months, but, for now we'll concentrate on screen scrolling.

If you've ever played the Amiga games *Banshee* or *Seek And Destroy*, you will have already seen two fine examples of screen scrolling in action. This is a technique which allows you to move either the entire screen or just a small rectangular region smoothly in any direction to create the illusion of movement. It's a device that isn't just restricted to shoot-em-ups either – in everything from football games to beat-em-ups and arcade adventures to platform games, screen scrolling is an invaluable tool for the programmer.

As you'd expect, *AMOS Professional* is fully equipped to handle screen scrolling in whatever form you want. Whether you want to scroll the entire screen or just a small portion, *AMOS Professional* can handle the job with both hands tied behind its back. What's more, once you've developed your scrolling routines, there's no reason whatsoever why you couldn't extend them to use special effects such as parallax (multi-level) and dual-playfield scrolling. We haven't really got the space to cover every scrolling technique that *AMOS* has to offer but if you want to know more, why not treat yourself to the *Amiga Format* book *Ultimate AMOS*?

AMOS Professional offers two different methods of scrolling the screen – software scrolling and hardware scrolling – each of which has its own pros and cons. Hardware scrolling, for example, is handled exclusively by the Amiga's own video hardware and is therefore very fast. But it does have its limitations. For starters, hardware scrolling can only scroll entire screens and, as a result, it's very memory intensive and should therefore only be used when you know that you've got memory to spare.

Software scrolling, on the other hand, is considerably more flexible because it can handle any rectangular region that you care to feed it. As you might expect, this flexibility comes at a price. Because software scrolling is handled through software rather than directly by the Amiga's hardware, it's nowhere near as fast – its speed is directly affected by the amount of screen data that's being scrolled and how deep (the number of bitplanes) the screen is. For the purposes of this month's tutorial we'll be concentrating on hardware scrolling.

SYNC OR SWIM

All Amigas redraw their display once every 50th or 60th of a second depending upon whether you have a PAL (British) or NTSC (American) Amiga. Although *AMOS* can quite easily scroll the screen much faster than this, all you'll get is a flickering mess because your TV or monitor will be unable to cope.

To stop this from happening, all scrolling operations (and indeed any other drawing or bob commands) have to be tied to the redraw rate of the Amiga's screen hardware using the *AMOS Pro* command Wait Vbl. This command tells *AMOS Pro* to halt program execution until the next vertical blanking period. That is, the event which tells the Amiga that the entire screen has been been redrawn once. There's no point in getting your Amiga to redraw the screen any faster than this because the screen redraw hardware can't cope.



The Amiga's display is redrawn on to your monitor or TV using an electron beam which scans from left down the screen 50 times per second. When it reaches the end, it is switched off and reset to the top left-hand corner. During this period of inactivity (the vertical blanking period), your game must perform any changes to the screen bitmap.

Tutorial

Part 2

NEXT MONTH
YOUR FIRST TENTATIVE STEPS IN PROGRAMMING SPRITES AND BOBS.

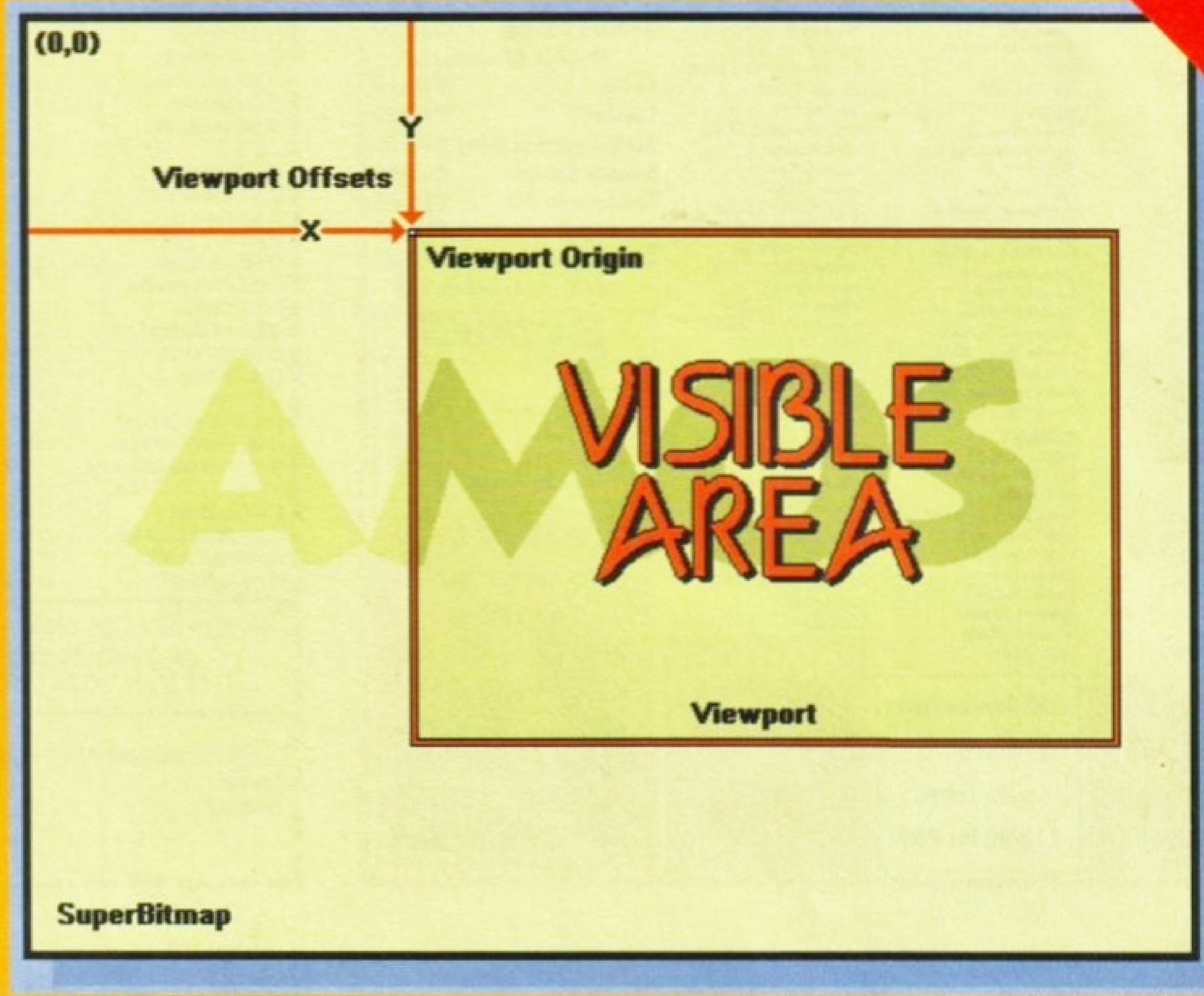
HOW IT ALL WORKS

To understand how hardware scrolling works, you need to know a little about the Amiga's video hardware. In a nutshell, Amiga screens are comprised of two elements – a bitmap and a viewport. The bitmap is an area of memory that holds the actual image data (pixels) and the viewport is essentially a video window (not to be confused with Workbench windows) that displays that image data on the monitor.

The viewport is automatically linked to the bitmap when you first open an *AMOS Professional* screen but you can also control what part of the bitmap the viewport displays by altering two offset values which hold the X and Y position of the viewport's origin (the top left-hand corner of the viewport).

Hardware scrolling takes advantage of these two offset values by progressively increasing or decreasing one (or both) of the viewport offset values. There is one major problem with this technique, however. If the viewport and the bitmaps are the same dimensions (320x256 for a low-resolution screen, for example) then the viewport gets confused when it runs out of bitmap data if it is scrolled just a single pixel left, right, up or down.

To get around this inconvenience, hardware scrolling uses something called a SuperBitmap – a bitmap that is much larger in size than can actually be displayed at any one time in the screen's viewport. If, for example, the SuperBitmap is 640 pixels across and the viewport is 320 pixels, only a maximum of 320 pixels could be displayed at any one time leaving a further 320 pixels for the screen to scroll.



Hardware scrolling works by progressively changing the position of the screen's viewport origin so that a different section of the screen bitmap is exposed.

Hardware scrolling is one of *AMOS Professional*'s most impressive features yet, considering its complexity, incorporating hardware scrolling into your own *AMOS Professional* creations is surprisingly simple.

All that is required to get things moving is a single command – Screen Offset. This enables you to alter the offset values of any screen. The Screen Offset command has the following format:

```
Screen Offset SCRN, X, Y
```

SCRN – The SCRN parameter holds the number of the screen that you wish to scroll. This screen needs to be opened before calling the Screen Offset command.
X/Y – These two parameters hold the X and Y positions of the top left-hand corner of the viewport relative to the top left-hand corner of the SuperBitmap.

Scrolling a SuperBitmap smoothly is just a matter of adjusting the position of the viewport origin so that the SuperBitmap is gradually shown. Simply calling the Screen Offset command once won't make any real difference – it's a similar process to a frame in a film where the illusion of movement isn't achieved unless the display is updated rapidly over and over again.

It would be rather impractical to hold the entire region to be scrolled in memory at once – if the screen was to scroll at a rate of 50 pixels per second (that's one pixel per frame), the bitmap would have to be a massive 3,000 pixels across for just a minute's worth of scrolling.

For a 16-colour display with a vertical resolution of 200 pixels (NTSC standard), approximately 300K of memory would be required to hold this massive bitmap. I think you'll agree that this is hardly a practical option on a standard 512k A500.

The easiest (but, admittedly, not the ideal) way of getting over this problem is to wrap the bitmap around so that the same bitmap is used over and over again. This technique causes a noticeable jump if the second half of the screen doesn't exactly match the first, so you need to ensure that the start and end points of your background image link together to form a seamless join.

That's enough of the theory – there's a listing on this page for you to try out in the comfort of your own home. This listing needs access to a file called Background.IFF which can be found on the *Photogenics* Coverdisk on the front of this magazine. Just type it in, press F1 to run it and *AMOS Professional* will ask you to insert your *Photogenics* Coverdisk. Do so and you'll be treated to a demonstration of hardware scrolling.

LISTING

```
Rem *** Hardware Scrolling Demonstration
Rem *** By Jason Holborn

Screen Open 0,640,256,32,Lowres
Flash Off : Curs Off
Screen Display 0,114,40,320,256

Load Iff "PHOTODEMO:BACKGROUND.IFF"
Screen Copy 0,0,0,319,200 To 0,320,0
VPOFFSET=0 : SCRSPEED=4
Repeat
     VPOFFSET=VPOFFSET+SCRSPEED
     If VPOFFSET=320 Then VPOFFSET=0

     Screen Offset 0,VPOFFSET,0
     Wait Vbl
Until Mouse Key
Screen Close 0
End
```

On-line magazines

Richard Baguley has seen the future of publishing, and it looks like this...

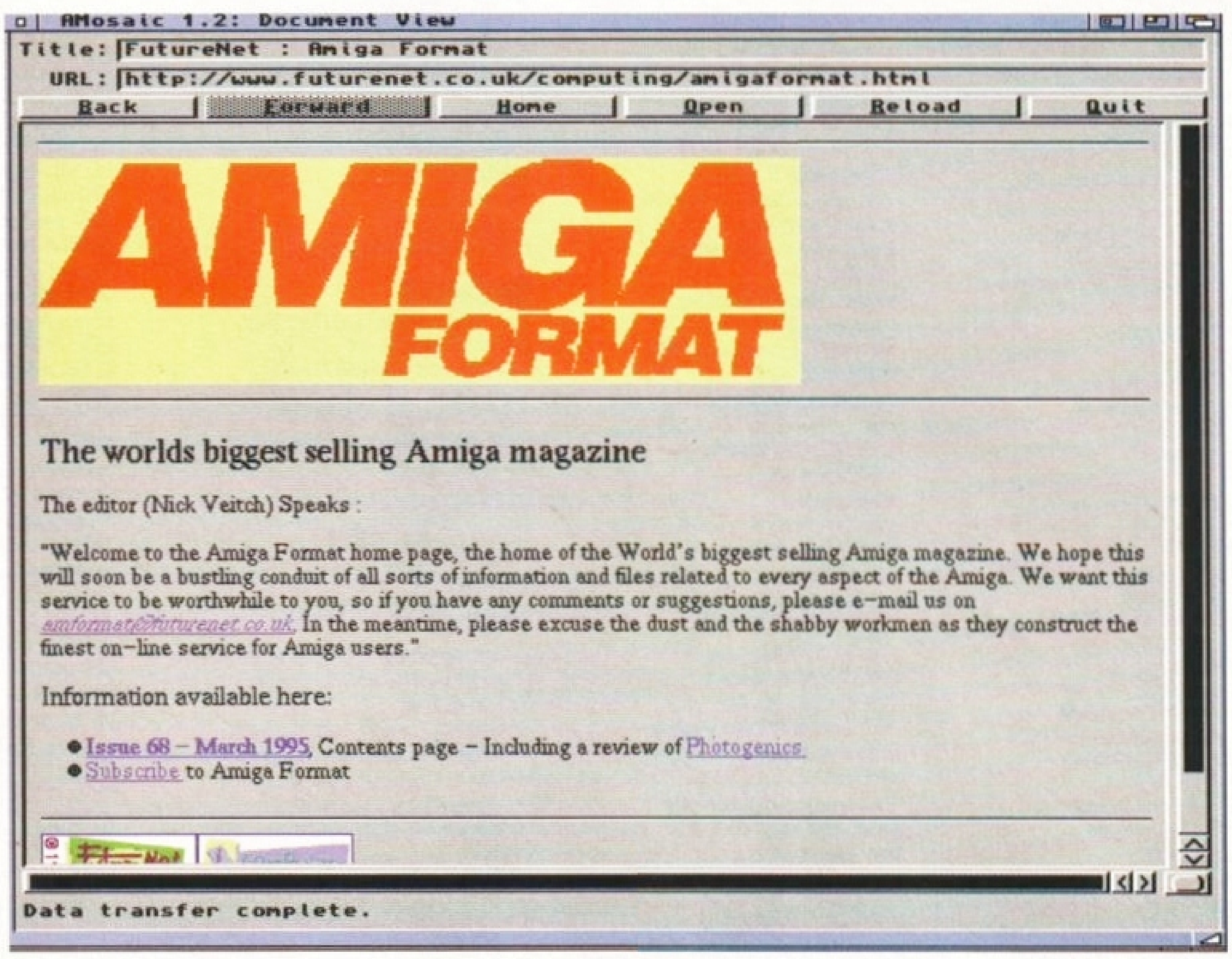
Why is it that in these days of electronic publishing people still read magazines? Why do they still insist on buying these archaic devices composed of mashed trees and nasty chemical inks? After all, isn't this the age of the computer, with the ever-growing Information Superhighway being built on our doorsteps?

Of course it is. However, the computer revolution is still underway and for the time being, magazines are still the best way of providing information. But things are changing.

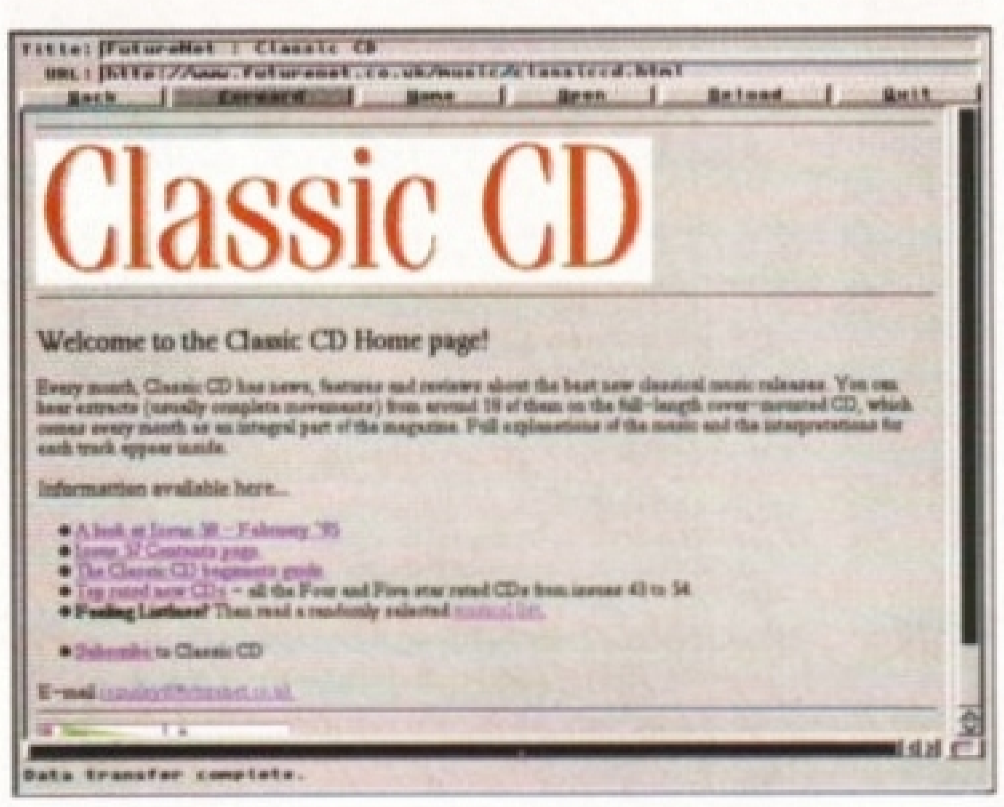
Late last year, Future Publishing set up the first part of an experiment into alternative forms of publishing. This experiment is called *FutureNet*, and it is designed to look at how magazines could work on the Internet. Now *Amiga Format* is part of this experiment.

It uses the World Wide Web, which provides a graphical user interface for the somewhat confusing beast that is the Internet. Instead of having to type long arcane commands, the user moves around by simply clicking on pieces of highlighted text.

For instance you could look at the contents page of *Amiga Format* and click on any article you fancied reading. All of the text and graphics would then be sent down the phone line to your machine, where you could read it at your leisure.



Hurrah! *Amiga Format* finally gets on-line! You can even use *FutureNet* to find out what's coming up in the next issue of *Amiga Format* before it hits the streets!



***FutureNet* also contains details of and articles from other Future magazines. This is a *Classic CD* page.**

At the moment, *FutureNet* is concentrating on taking material from the various magazines which Future publish and transforming it into a format suitable for the Internet, but this will soon change with original material appearing on *FutureNet*. Watch this (virtual) space!

FutureNet is at the Unique Resource Locator: http://www.futurenet.co.uk/futurenet.html. The *Amiga Format* section of *FutureNet* is at: http://www.futurenet.co.uk/computing/amigaformat.html.

Please feel free to have a browse around *FutureNet* and let us know what you think of what we've done so far, and what you think could be done to improve it. You can send E-mail to the magazine through its pages on *FutureNet* or at: amformat@futurenet.co.uk

When you start getting into Comms, it's easy to lose track of how big your phone bill is likely to be. If you aren't careful, you could run up the sort of bill which would have BT inquiring as to how many years you are likely to take to pay them.

Fortunately, help is at hand. There are a variety of programs which can give you a running total on your phone bill, and one of the best ones I've come across is *Phonebill v3.2*. This extremely useful program can take the log files from more or less any Amiga program and give you an estimate of your bill.

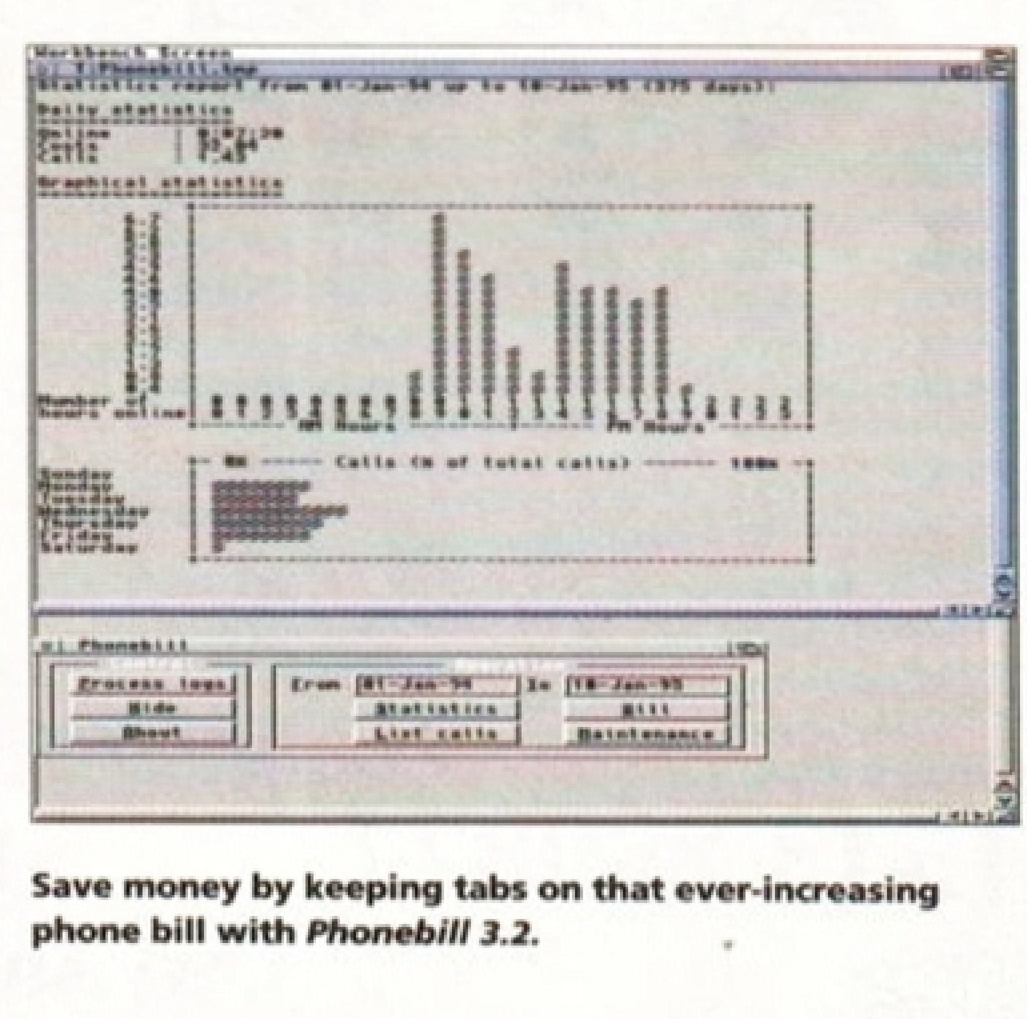
As you might expect, you need to do a little bit of fiddling to set up dialling codes and take into account charge bands such as standard or cheap rate. But once you've tailored the program to your needs, *Phonebill v3.2* could be exceptionally useful for keeping tabs on just how much the money grabbing so and sos at British Telecom are likely to demand from you.

THE GREAT AMIGA MAGAZINES DEBATE

If you have an opinion about magazines, how do you make it known? Well, you could, of course, send an E-mail to the writers of the magazine or if you were still living in the nineteenth century, you could even use that quaint old pen and paper method and send a letter to the editor. But it's always better to put your opinions forward in a public arena. After all, it's good to find out if other readers agree with your opinions.

Fortunately, there is already a place to make your opinions known about this magazine and others. This is the AMIGA_MAGS echo. This Fidonet echo is the place where you find opinions aplenty about the state of the art of Amiga computer journalism. You'll also find several prominent Amiga journalists answering queries and putting forward their opinions.

This echo should be available from any reasonably sized Bulletin Board, and most Sysops will be only too happy to get hold if it if you ask them nicely. If you have any difficulty, you can read the messages in AMIGA_MAGS on Metnet, the Bulletin Board which hosts Son Of Spong!, the *Amiga Format* BBS. Son of Spong! is on 01482 473871 or 01482 442251.



Save money by keeping tabs on that ever-increasing phone bill with *Phonebill 3.2*.

One of the hottest new pieces of 3D software around is *Hollywood FX* from American company Synergy International. It enables you to create amazing effects quickly and easily using *Lightwave 3D v3.1* and above.

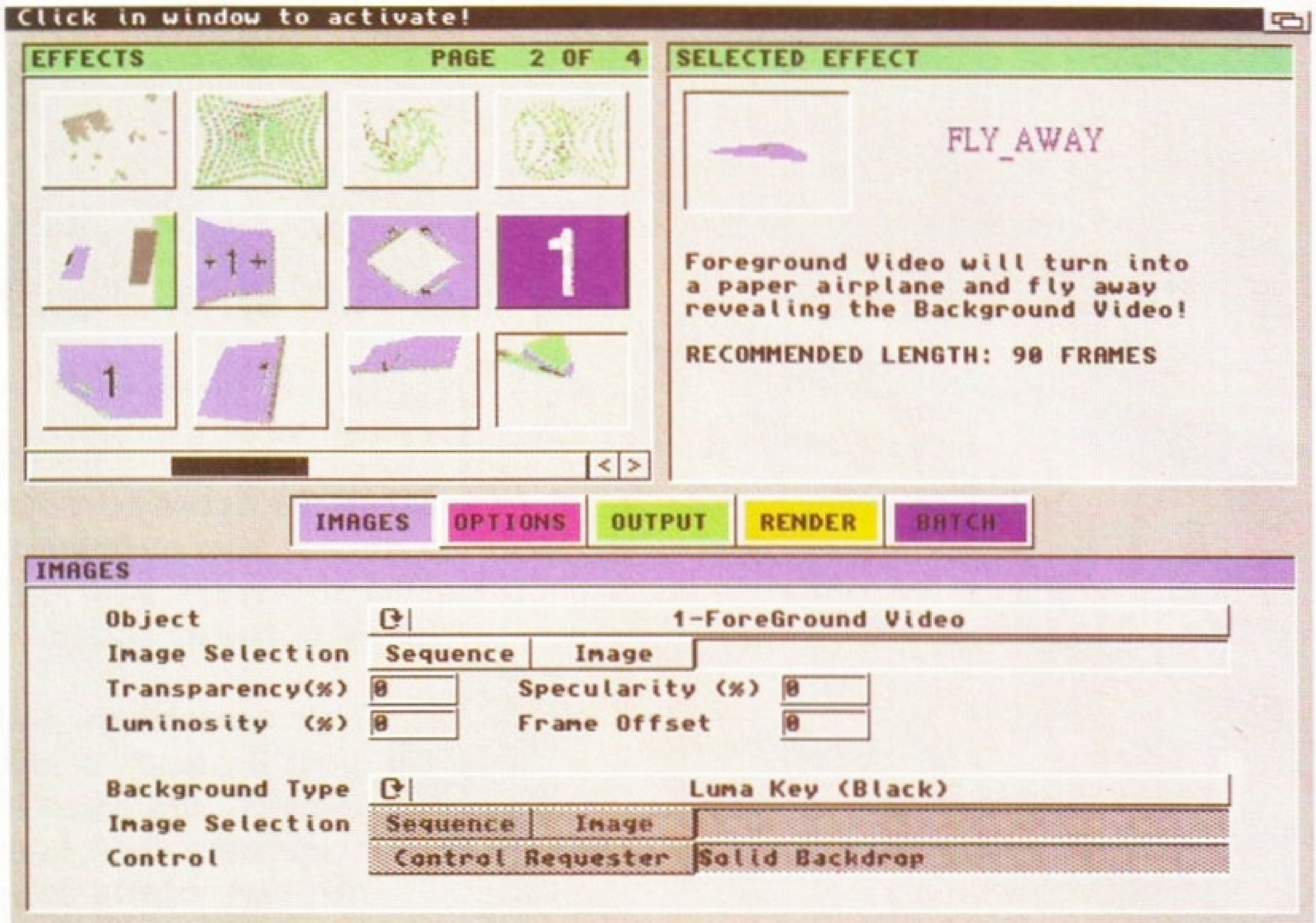
Hollywood FX needs a system with Kickstart 2.1 or higher, 2Mb of Chip RAM and 10Mb of Fast RAM or more. We found that 18Mb and above is required if you are using *LightWave 3.5*. If you have a copy of *Art Department Professional* or *ImageFX*, then you can use all of the effects in these packages, as well as the ones supplied with *Hollywood FX*.

We were very lucky enough to get hold of the latest release which has undergone a major overhaul, which is just as well considering it costs $299 (about £200).

To use *Hollywood FX* you need to have *Lightwave* running first and then load the *Hollywood FX* package. When it's loaded you are presented with a series of pictures, an animated box and a description showing you what each effect does.

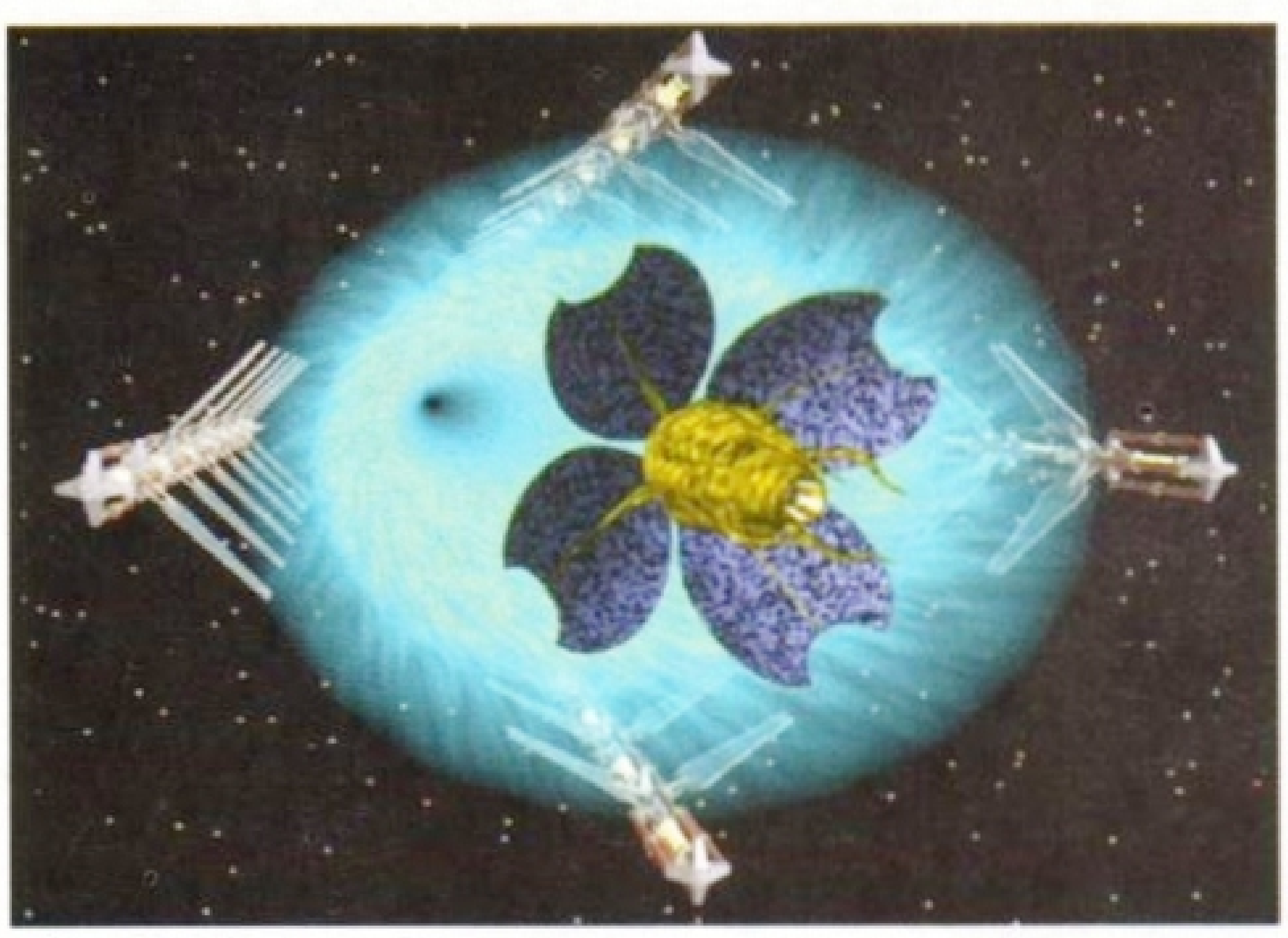
Actually being able to see the effect means you don't have to waste time doing test renders. The software is so easy to use that the manual really isn't required. To use an effect, you just click the picture that you want to use, tell the program what images you want then click Render and wait for the package to do all the hard work for you.

Hopefully *Hollywood FX* will be distributed in the UK soon when we'll give it a full *AF* review.

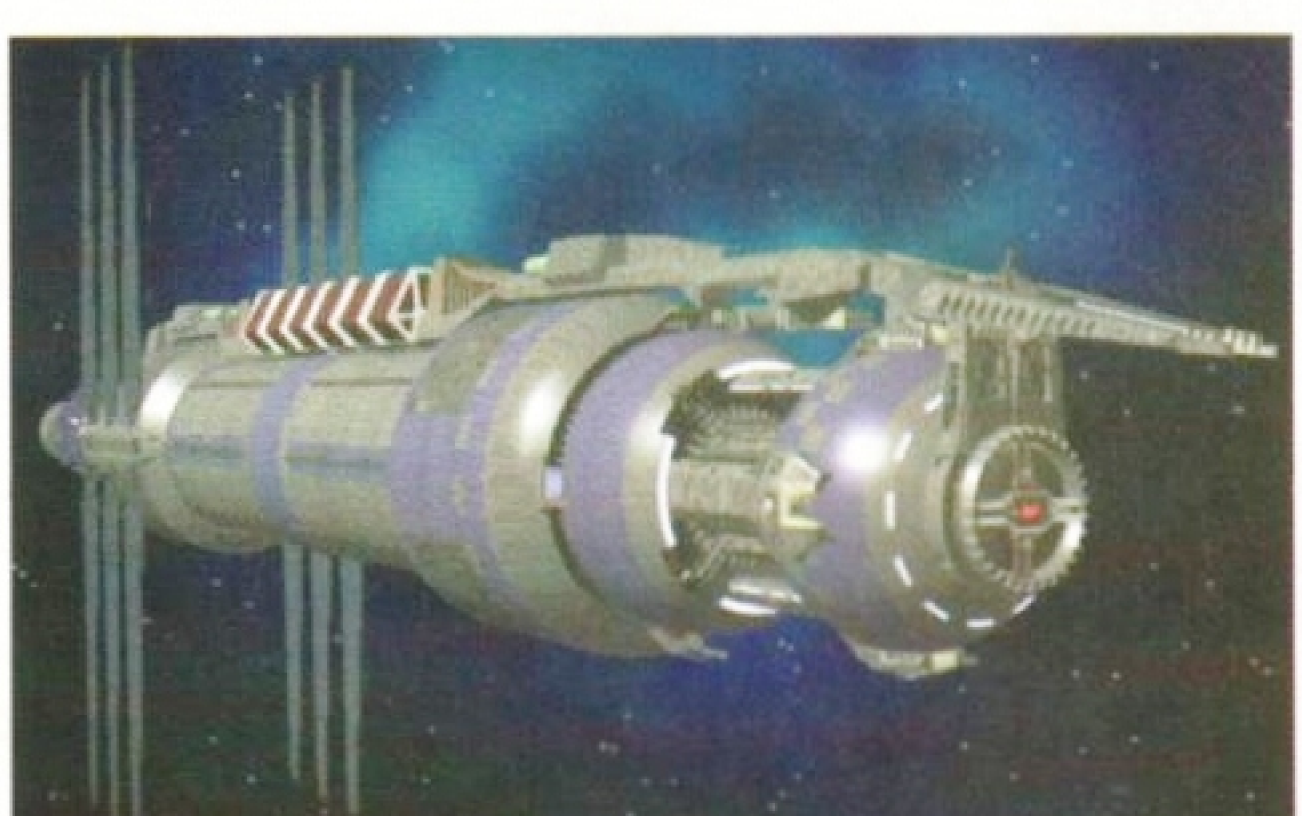


Hollywood FX **is an immensely powerful program (you need 18Mb of Fast RAM to use it with *Lightwave 3.5*), but it's so easy to use that you hardly need the manual to find your way around. It could be available in Britain soon.**





Babylon 5 **objects for *Lightwave* users are all the rage at the moment. These two are among a selection created by Dean A Scott...**



...and they are available by sending one blank disk per object and an SAE to the 24Bit Club (see address – right).

LIGHTWAVE BUGS AND HOW TO CURE THEM...

Many people have written to the 24Bit Club asking for the *Lightwave* patch we mentioned in *AF67* hoping that it would solve all the bugs found in *Lightwave*. It actually only fixes some minor bugs, but we have found a way around some of the more dramatic ones.

Here's a typical example of a *Lightwave* bug: enter *Lightwave* and load in a picture you want to use in the Modeller as a backdrop, go to Display on the top menu bar and choose BG Image on the side bar. Select Z Axis and choose the image you have loaded from the layout. The image appears in the bottom window. Zoom in a few times (use the > key) and the screen corrupts. After a few more clicks the software bombs out.

There are many other problems in *Lightwave* that can be cured by doing a very simple thing... work with in NTSC mode! If you boot up your Amiga and hold down the two mouse buttons, you can select the video mode you want to work in. Select NTSC and let your machine continue to load. If your monitor rolls at this point then it is not compatible with a 60HZ NTSC signal. If Workbench boots up OK, then run *Lightwave* and load the same image into the program. Enter the Modeller and you will see a strange wipe effect that the PAL users miss out on.
Display the image in the background again and zoom away to your heart's content.

Anyone running the Modeller using Double PAL mode promotion (on the A1200 or A4000) and trying to use the Moving Preview option will encounter a breaking up of the screen. There is no way of using this option in a Double PAL mode.

CONTACTS

Send all disks to: The 24Bit Club, 6 Skirsa Square, Glasgow G23 5DW. Tel: 0141 946 2191. Please note, we will not be held responsible for any media lost in the post.

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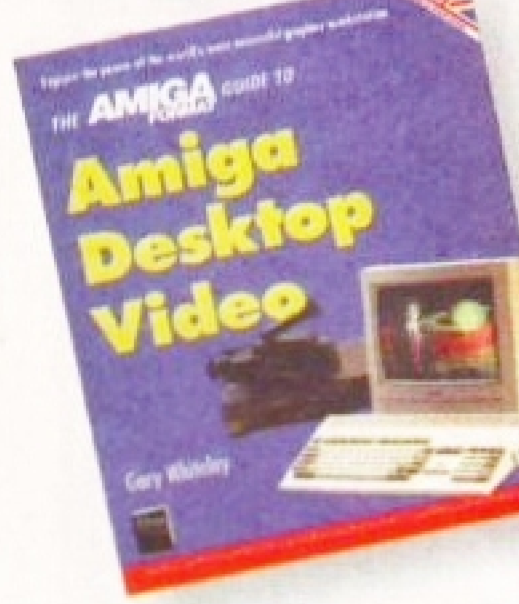
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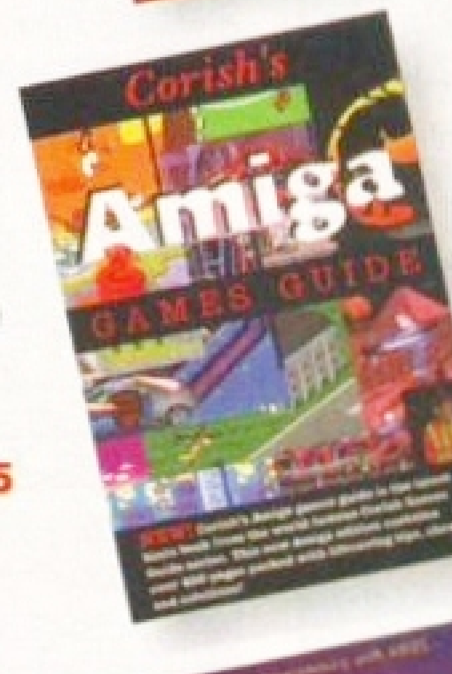
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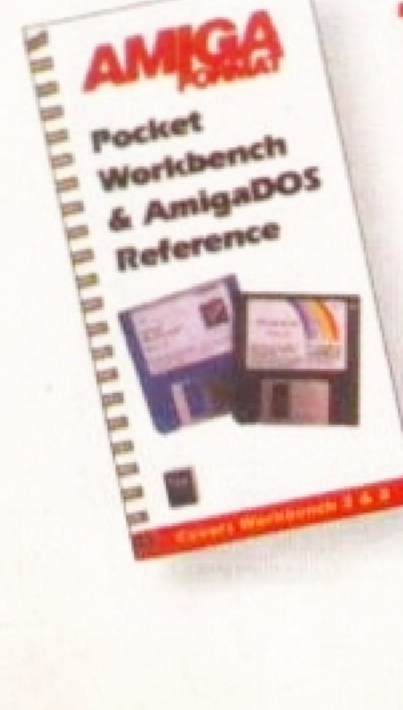
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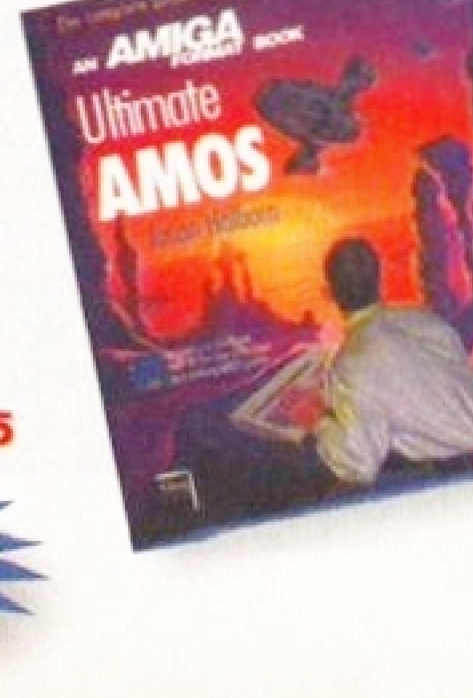


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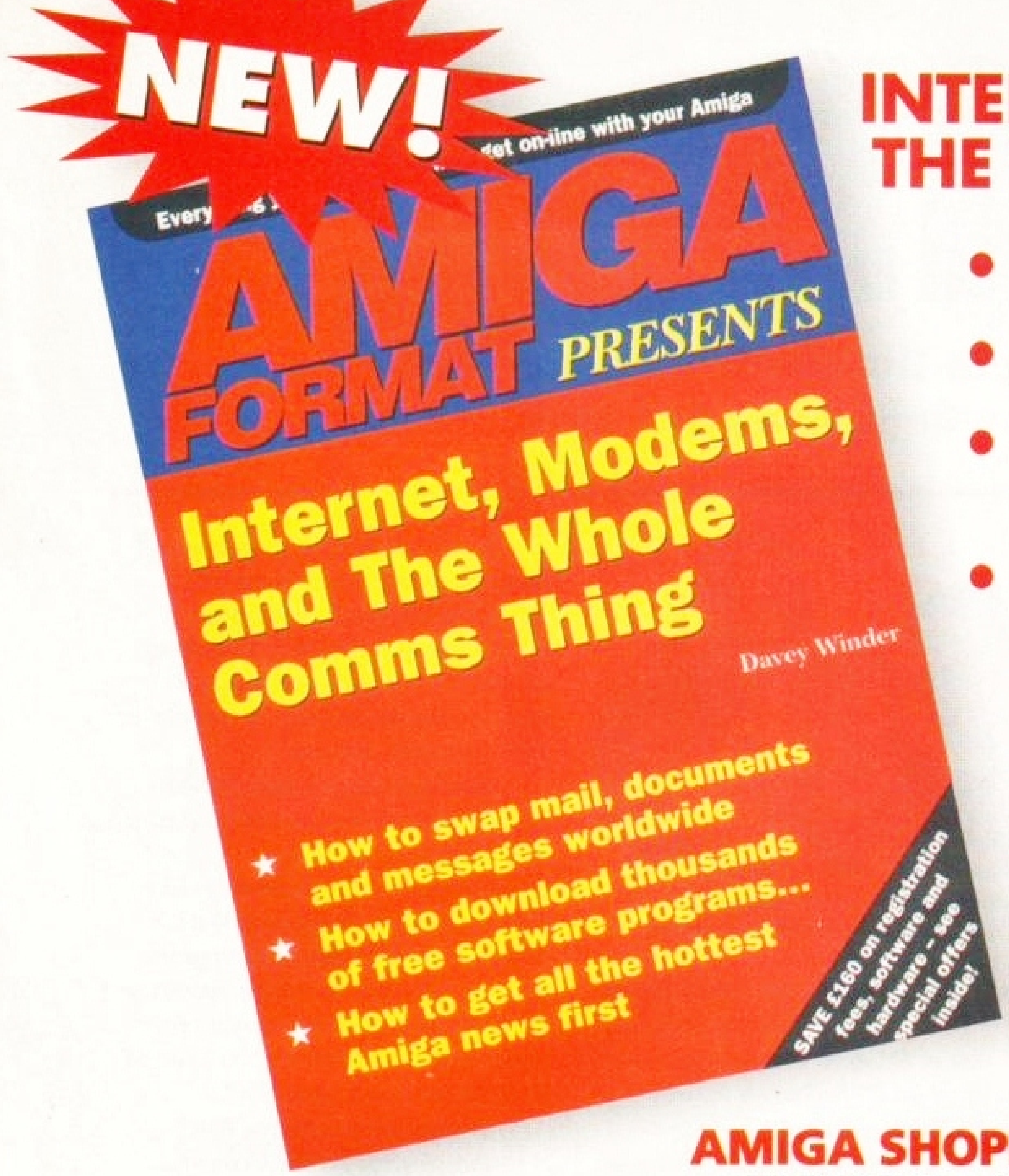
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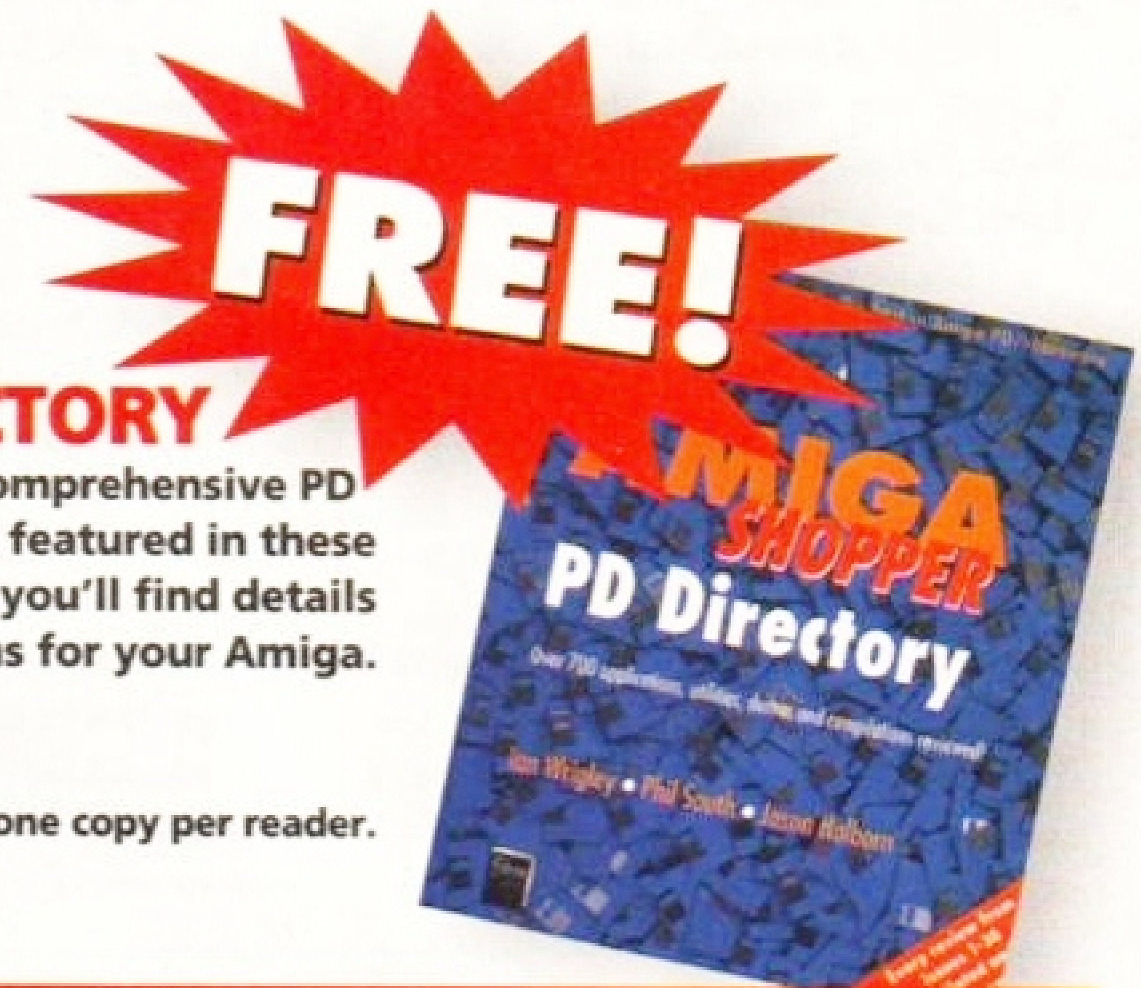


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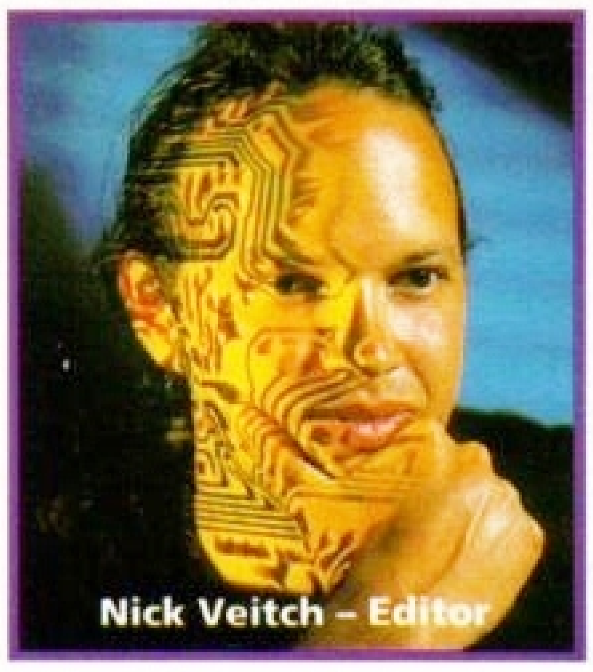
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Nick Veitch – Editor

Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

DON'T TAKE THE RISC

After reading your article on RISC technology (*AF66*) I have a few questions. In the part headed Jargon Busters you say: 'Exec and the rest of the Amiga's Operating System will become redundant when Commodore switch to RISC technology'. Does this mean a RISC-based Amiga would just be a RISC PC clone running Windows NT?

Would this machine be able to run existing Amiga software such as *Final Writer* and *Lightwave*, or would it just run Windows NT software?

I have owned an A500 for three years and I am thinking of updating my system in a few months. If the answer to these questions is yes I feel that the Amiga will become just another RISC computer and not a true Amiga.

Chris Johnson, Hyde, Cheshire

Any decisions on the exact specification of the new machine are some way off, so let's not get too carried away by this. With an entirely new platform, at least initially, it would certainly be easier for the RISC-based machine to run an off-the-shelf operating system such as Windows NT, or one of the many others available.

This would mean that Commodore or Amiga International need not spend large amounts of time and,indeed, money re-coding the entire Amiga OS to run on the RISC platform, and give them more resources to make the hardware as good as possible. It would also mean the new machine would have a large library of software available at launch.

Backward compatibility with existing Amiga software would be difficult, but not impossible, to achieve. The most likely scenario would be that an extra processor card would be used as an optional extra.



The Power Mac RISC processor. Would the Amiga benefit from something similar?

SELL, SELL, SELL

I have thought of an idea for a computer game which I think would sell very well. The trouble is I can't program and I'm not sure how to get companies interested.

Would they take my idea seriously or do I need to produce a demo version? Even if a company likes my idea, how can I be sure that they won't market it themselves as if it was their own work?

David O'Conner, Dinnington, South Yorkshire

A very interesting question. Most games companies are ready and willing to accept good ideas from anyone. Normally the thing to do would be put together a presentation, including a storyboard of how the game would work

How you would be remunerated is a different matter. Ideas are just ideas. According to copyright law, ideas are not copyright material, but the expression of the idea is. If I wrote a story about a man who lived his life backwards in time, it wouldn't stop someone else writing a different story around the same idea and submitting it for the Booker prize.

It would be very unusual for a games publisher to pay you just for an idea, but they all work in different ways. It might be worth your while trying to find a programmer to work with you by placing classified ads in the press. Then you could present at least a partially completed game to a publisher. My advice would be to sort out the idea in your head, make some very detailed notes and get on the phone. Maybe you could also refer to our feature in AF67 *about how to get a game published.*



Selling a game can be fraught with difficulty. Check out *AF67* for advice.

QUITE OUTRAGEOUS

I have been a long-time reader of your magazine and until recently considered it one of the best. That is no longer the case. Before I end my association with your mag, here are a few gripes to ponder.

Firstly a change of name would be appropriate, something like *A1200 Format* would be a more accurate description because about 90 per cent of your content and serious reviews are only of interest to A1200/A4000 owners.

Your Workbench and Mailbag sections are 99 per cent dedicated to A1200 owners, while the unemployed and unfortunate, like myself, struggle along with WB1.3 because we can't afford to upgrade because of a cash shortage. Another cross we have to bear is paying for Coverdisks you know we can't use because we don't have WB2.

Another ploy is to put Work With Any Amiga on the Coverdisk. Take *ClariSSA*, it can be loaded but is severely crippled by the lack of *ARexx* rendering it useless. Another is when you say a Coverdisk needs 1Mb. 1Mb of what? I have 4.5Mb of Fast RAM and 0.5 Mb of Chip RAM but these programs won't run because they need 1 Mb of Chip RAM and Workbench 2. A prime example here being *Pixel 3D Pro.*

Out of the last five *AF* game demos only one worked, the latest failure being a software error in *Zeewolf*, or could it be another RAM problem. Perhaps in a future edition of *AF* you should print an editorial statement that you no longer support any Amiga with less than WB2 and 1Mb of Chip RAM, then people like myself will not be misled by less than accurate statements.

J R Drinkall, Retford, Notts

FAST OR SLOW?



After reading a few of your magazines, I decided to purchase an A1200. I received this with a copy of your Special Edition '93. From this publication, I understand that I now own a 32-bit machine, with 68020 CPU running at about 14Mhz. You also say that it runs six times faster than the A600. So why, despite its great capabilities, does the A1200 slow down when the screen gets busy on games like *Zeewolf*, *Syndicate*, *Frontier* and *Chaos Engine*?

The A1200 should be able to handle these games in its sleep! Surely, its software should be equally as impressive as the games for the Panasonic 3DO, on which the CPU, I believe, runs at only 12Mhz.

The A1200 almost goes into reverse when the screen gets busy on *Zool 2*. But the Sega MegaDrive – a mere 16-bit machine – handles *Sonic* with apparent ease. Can it be that programmers are getting lazy by programming in 16-bit then allowing the A1200 to do the hard work, and emulate an inferior machine to play yesterday's quality games. If this is the case, when are we going to see games which fully utilise the A1200's capabilities? Or perhaps the machine isn't as agile as we are led to believe.

Mark Bridge, Warrington, Cheshire

There is certainly a case when games are written for all Amigas that some of them do not take full advantage of the A1200's considerable abilities. AGA-specific games should not have this problem though and when you see lightning fast serious applications like the Photogenics image processing software running on the A1200 it does make you wonder why some Amiga games appear a tad lethargic.

I throw the pages of Amiga Format open to any games programmers who would like to answer these pertinent questions.

In the meantime, Mark, please accept the small consolation on becoming the first ever winner of an exclusive Amiga Format sweatshirt to amaze your friends and confuse your enemies. Oh, and if any other readers want a sweatshirt, turn to the Readers' Offers pages (116-117) where you'll find them modelled by the Art Department.

You seem to have some legitimate gripes, and some not so worthy ones. For a start, although I know that some other people support your view, I completely refute the allegation that Amiga Format *is an AGA-only magazine. That is an outrageous, wholly inaccurate and quite hurtful statement, particularly to the people on this magazine who work very hard to bring you the best for your Amiga, whatever size, shape or Workbench version it may be.*

First of all, I would like to dispute your figures. In the January issue which would have been on sale as you wrote, there are only 19.5 pages which deal exclusively with A1200, or even WB2 products or information. This represents 22 per cent of the editorial content of the magazine – hardly grounds for complaint, especially as such a large percentage of the Amigas now in use DO have WB2 or better.

In the games section 44 per cent is WB2 or above, and in the serious section this rises to 53 per cent. Even these high figures hardly reflect the percentage of active ownership. This is particularly relevant in the Workbench section, where most pleas for help are from beginners, and most beginners have A1200s.

A fact which seems to pass you by is that we do not create the software, we merely review it. We review what is released. I can hardly see the magazine refusing to review The Lion King *just because it was A1200-only, and the same goes for* Photogenics.

It seems to me your complaint is really with the industry. Perhaps you should petition the hardware manufacturers and software publishers telling them to stop supporting new technology and start writing for machines which haven't been sold for four years. The only consolation I can add is that if you had bought a PC when you bought your Amiga, you wouldn't be able to run more than 10 per cent of today's software.

As regards Coverdisks, there have been some inexcusable mistakes on our part, particularly with Pixel Pro *(this will run under 1.3 by the way). All we can do is promise not to do it again. We will address the subject of compatibility by including system requirements on the disk labels. A lot of people don't seem to read them anyway – we had many returns of our* Lion King *demo from A500/A600 owners, although it states quite clearly on the label that it is AGA-only.*

DIFFERENT STROKES

It turns out that Amigas have personalities too – not just us ape descendants! Did you know that some of the later Amigas are different from the rest of their race? Yes, it's true and here's why.

We brought the issue of your magazine with the demo of *Zeewolf* on the Coverdisk (*AF66*)and found it didn't work on our A1200s. The game looked so good that we asked a friend to try loading it on their machine, again an A1200. It loaded and ran with no problems.

All the chip versions seemed to be the same in all three machines according to *SysInfo*, so the discrepancy, we thought, must lie with the disk drives.

The two machines which would not load *Zeewolf* had Panasonic internal drives. However, after swapping the disk drives from one machine to the other it was clear that they were not to blame!



A new Coverdisk should be on its way to you if you had a problem with *Zeewolf*.

We have found that some of the later A1200s have a real mixed bag of chips and components in them, they check out OK with software inquiries but if you lift the lid they are all different – particularly those made just before Commodore ceased trading. Did Commodore struggle to meet demands last Christmas and push out sub-standard Amigas? We have our doubts....

Lesley and Matthew

PS Doesn't David Pleasance look like Jeremy Beadle.

Well spotted (the drive problem, not the Beadle look-alike). I commend your experimental and pioneering nature. Indeed, there were problems with the Zeewolf *demo. Unfortunately,* Zeewolf *slipped through the testing net because the fault didn't appear on any of the A1200s in the office. It has long been a problem that there is no such thing as a standard Amiga, and game companies have to balance their disk protection systems against the potential problems of getting them to work.*

There is a happy ending to this one though. We informed Binary Asylum of the problem and they have now fixed the disk-loading system for the full game. They have also kindly re-coded the demo for us, so if you sent your disk back to DisCopy Labs because of this fault, a new disk should have reached you by now.

THE MAN AT THE TOP

Write to Commodore UK managing director David Pleasance c/o *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.



SICK AND TIRED

I have been a Commodore purchaser for a few years now from my C64 to my A500 and now my A1200. And I am sick and tired of people criticising the Amiga. When you complete your management buy-out will you start advertising the Amiga on TV? I am fed up of seeing PCs, Nintendo and Sega advertisements on TV every day. The Amiga is the best machine in the world and I would love to see it on TV because this is one of the best ways to get the Amiga back on the road.

People say that your machine is dying, if that's the case how come there have recently been excellent titles released on it such as *Cannon Fodder 2, Aladdin* and *Mortal Kombat II*?

Gerry McNally, Glasgow

You're not the only one who gets fed up with people criticising the Amiga!

Assuming the management buy-out goes through — and currently we are getting increasingly optimistic signs from the liquidator that it will – we will relaunch the new company with a new marketing plan. This will reflect the product line we plan to produce and the messages we need to communicate to our audiences. Advertising, whether on television or otherwise, will be under consideration, along with a number of other marketing tools.

Finally, you're right about the great Amiga titles that are currently being launched – it's a sure sign that the publishing houses realise the value of the Amiga and its huge user base.

● A typing error crept in to the David Pleasance column in AF68. The reply to the letter And Now For The Good News said: "...the 16-bit systems are capable of delivering this." It should have read "...the 16-bit systems are incapable of delivering this." The typist responsible for the error has been sacked and the entire Amiga Format production team have been shot.

A TAXING QUESTION

Many clubs are advertised in your magazine that offer PD and technical support but it's all for a cost. What age do you need to be to run a club like one of these and do you have to pay tax for membership fees. I have started an Amiga 600/1200/4000 club which uses a BBS on disk. It is free and we have a large range of topics including sport, Amigas, TV and much more.

It would be nice if you could publish this letter because we do not have many members so far. If anybody is interested could they please write to the following address.

Steven Goff
Fugitive BBS, 32 Church End, Towcester, Northants, NN12 7PX

My understanding of the tax laws are that charities are the only organisations which don't pay tax, and you certainly can't register your club as a charity. Although you may be eligible to pay tax, if your club doesn't make a profit, there is nothing to pay tax on. If you are setting up the club as a commercial concern (you are going to make money out of it personally) then you would have to register these earnings. Your local tax office or Citizens' Advice Bureau can advise you further.

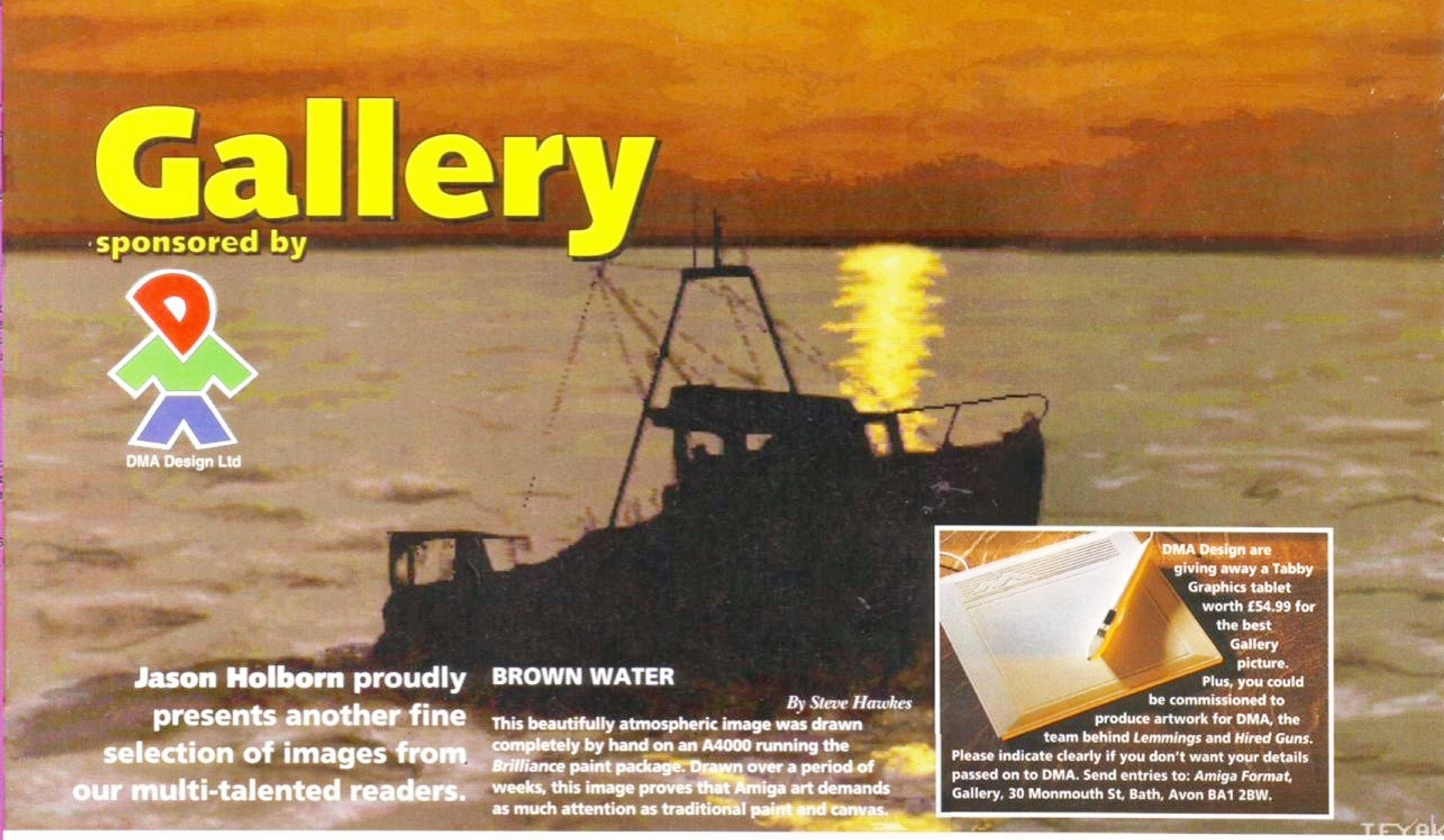
Good luck, and please accept a small donation of a box of second-hand disks, on its way to you now (well, we needed to clear out the cupboard anyway).

PLEASE HELP ME

One of my favourite games, *The Great Giana Sisters*, has corrupted, and is no longer playable. I have enquired with several software dealers about how to get a replacement but to no avail. I believe that the software house that wrote the game no longer exists. Please could you publish this letter in the hope that one of your readers has this game somewhere in the back of their collection and they would be willing to sell/swap it.

J Fraser, Westerham, Kent

I know the feeling. One of my favourite games is Sword Of Aragon, *which seems to have passed into history. If anyone has either of these (original) games and doesn't want them any more, write to me at the magazine.*



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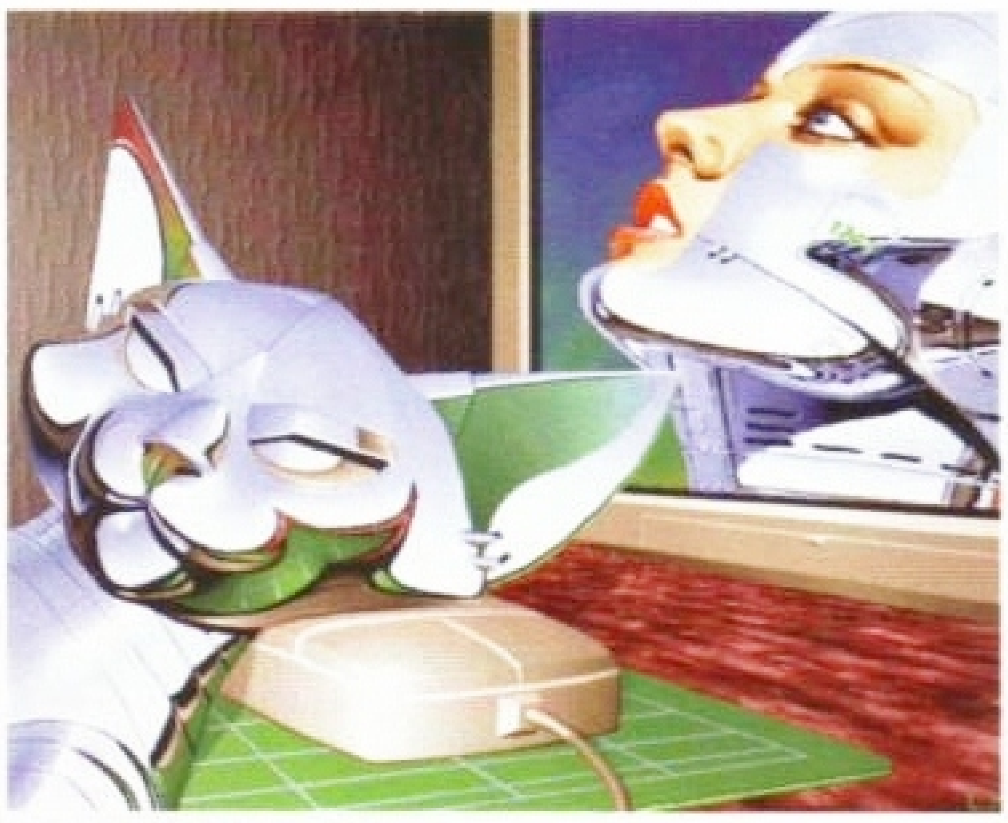
Jason Holborn proudly presents another fine selection of images from our multi-talented readers.

DMA Design are giving away a Tabby Graphics tablet worth £54.99 for the best Gallery picture. Plus, you could be commissioned to produce artwork for DMA, the team behind *Lemmings* and *Hired Guns*. Please indicate clearly if you don't want your details passed on to DMA. Send entries to: *Amiga Format*, Gallery, 30 Monmouth St, Bath, Avon BA1 2BW.

BROWN WATER

By Steve Hawkes

This beautifully atmospheric image was drawn completely by hand on an A4000 running the *Brilliance* paint package. Drawn over a period of weeks, this image proves that Amiga art demands as much attention as traditional paint and canvas.



MOUSE FRIEND

By Lars Martensson, Sweden

PD fans will recognise Lars' work from the graphics for many well-known demos. Drawn in 256 colours, the reflective surfaces, which were hand drawn with a limited range of colours, are very impressive.



GOLDFISH

By Valan Chan, Ruskington

Valan is a convert to the Amiga from Mac and PC graphics and uses *Lightwave*. This image illustrates the powerful Depth Of Field option – see how the weed in the foreground is slightly blurred. Brilliant!



KAWASAKI

By Martin Edwards, South Glamorgan

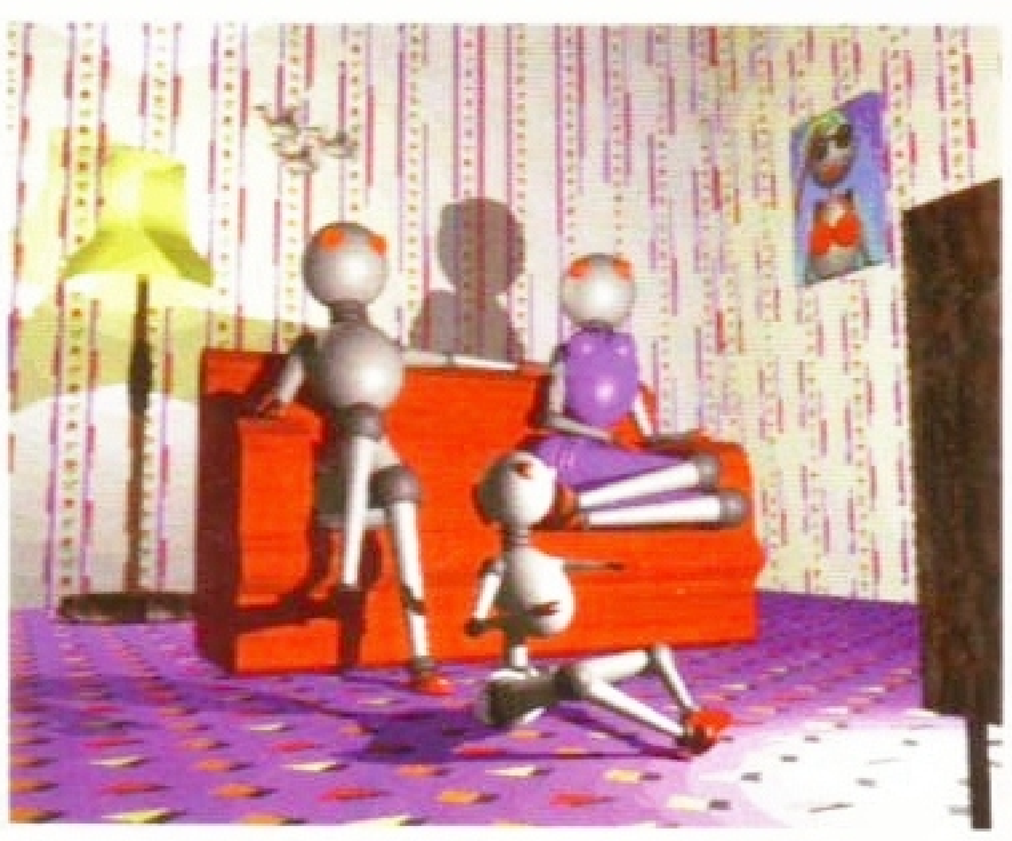
This hand-drawn image was constructed in 256 colours using an A4000/030 running *DPaint IV AGA*. Credit must also go to Martin's wife, Jane, who had considerable influence on the image.



MODEL

By Patricia Hodgson, Cleveland

Surprisingly, this subtlely shaded portrait was drawn on a standard A500 Plus running *DPaint III*. Drawn by hand from a photograph, Patricia says the most difficult part was the hair. Note the use of dither patterns to give an illusion of more colours.



THE BOT FAMILY

By Gary Ryder, Shrewsbury

You don't need an A4000 running *Lightwave* to create wonderful rendered art as this ray-traced image from Gary Ryder proves. Gary created the image using an A1500 with 4Mb of RAM and a copy of Activa's *Real 3D 1.4*.



SNOW LIFE

By Laurence Shickle

This isn't technically the most impressive or the most striking *Imagine*-rendered image we've ever featured but it's the simplicity and bold colours that really make it work. The gorgeous blue hue adds to the atmosphere immeasureably.



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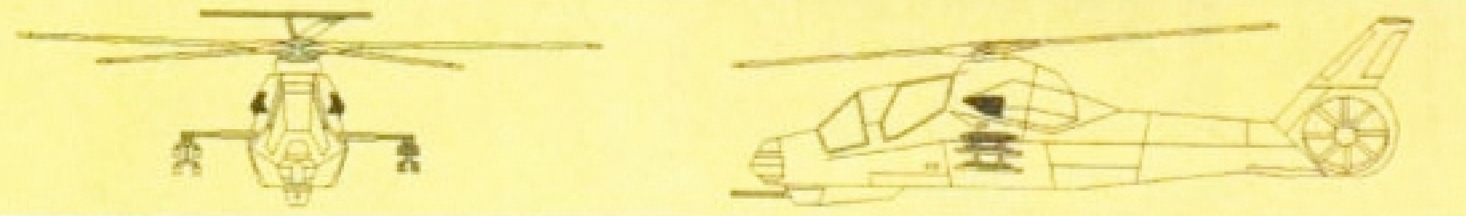
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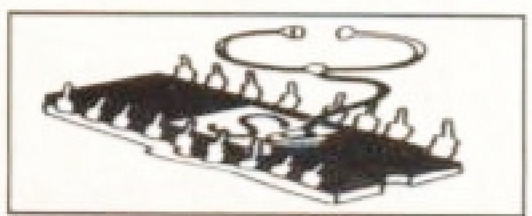
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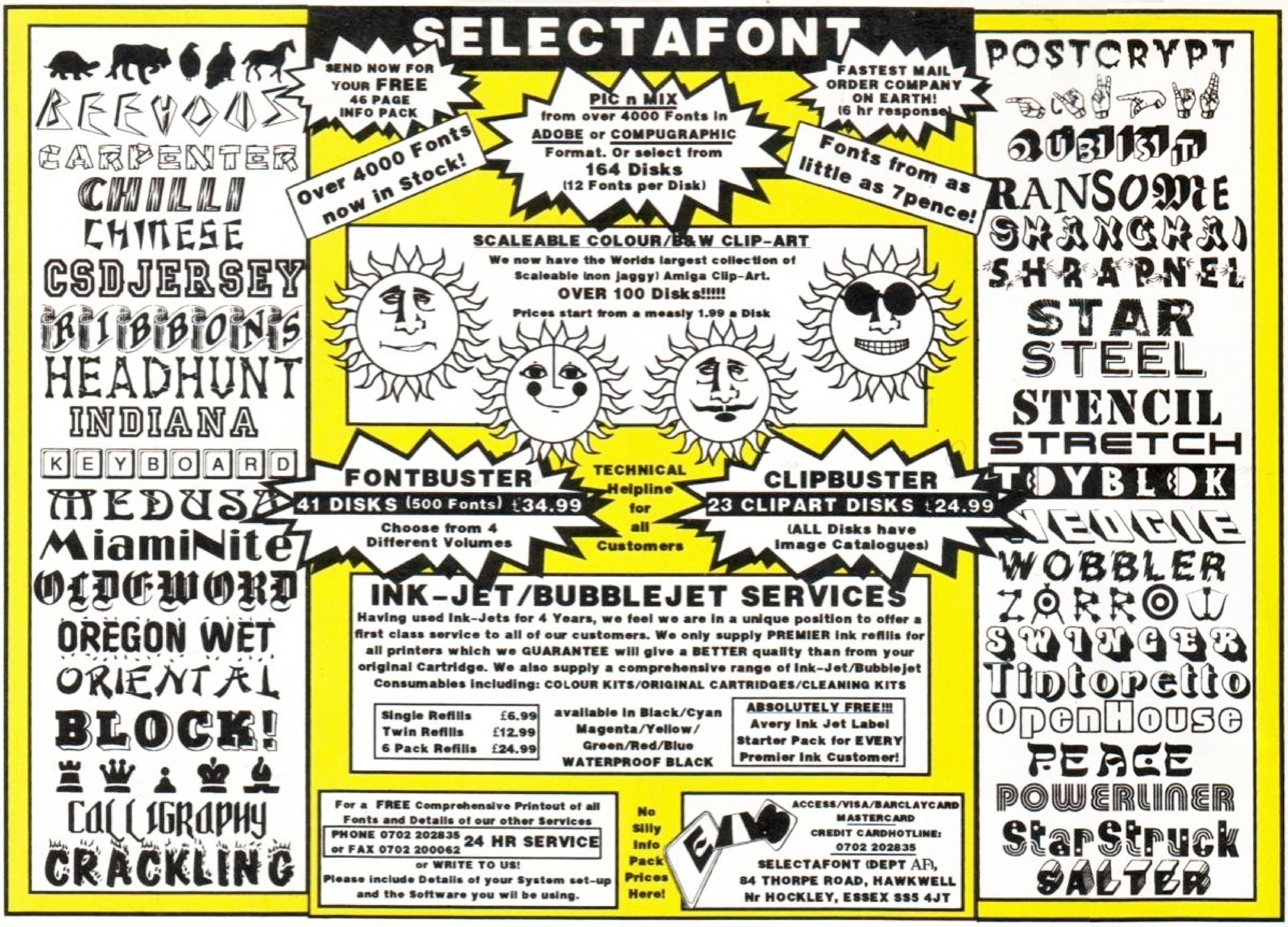


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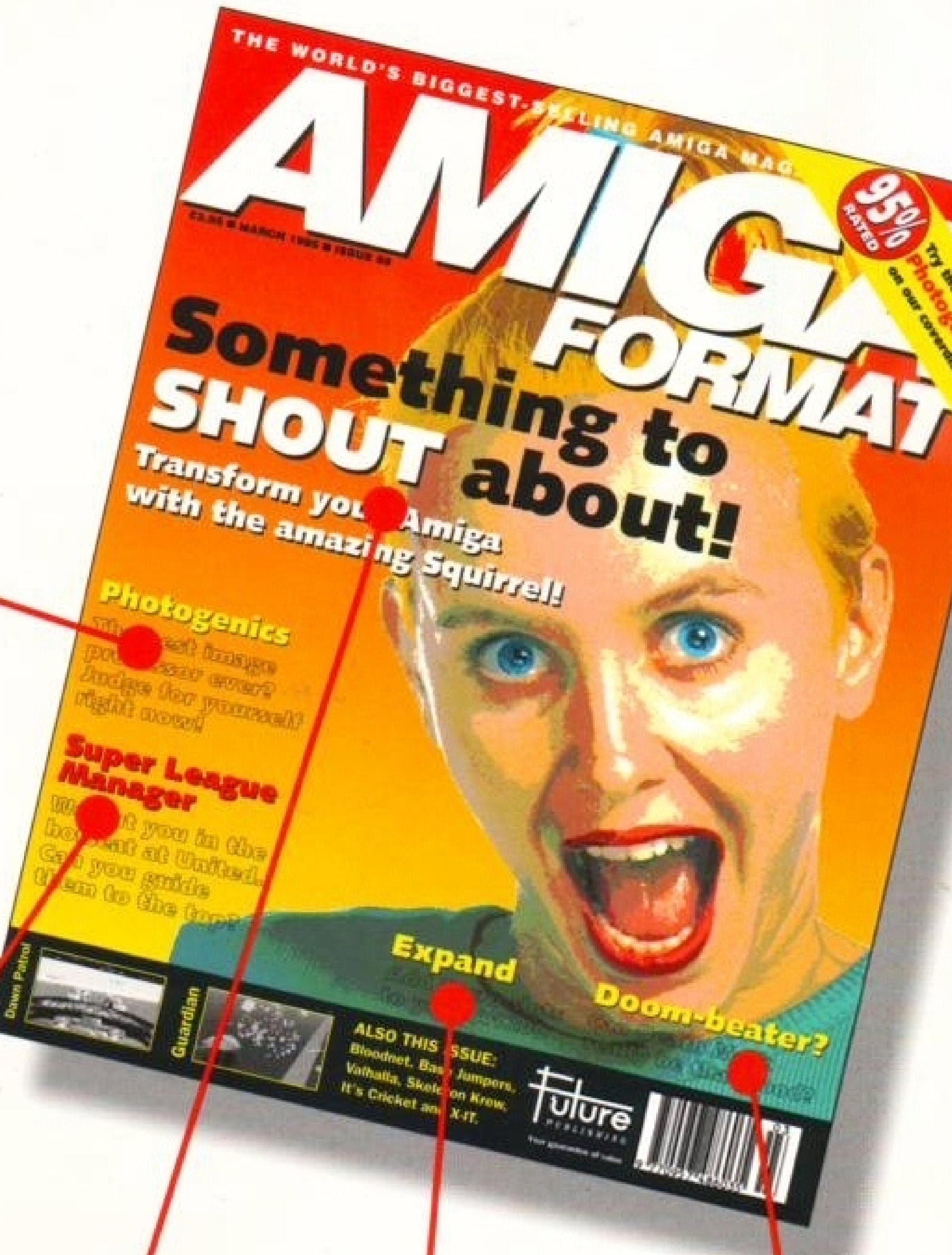
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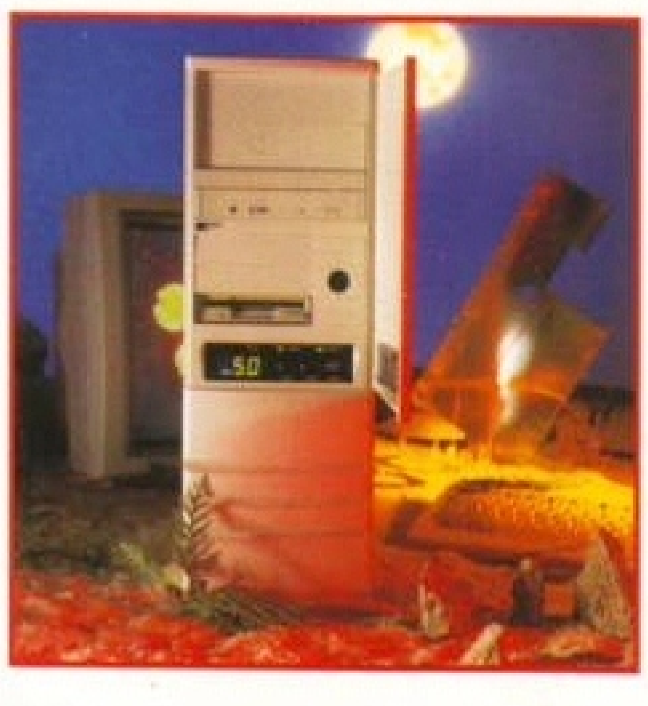
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